

JAN-FEB 1981



# PEELINGS II<sup>TM</sup>

THE MAGAZINE OF APPLE SOFTWARE EVALUATION

• Volume 2 • Number 1 • \$2.50 •

## PEELINGS II APPLE STEW

★

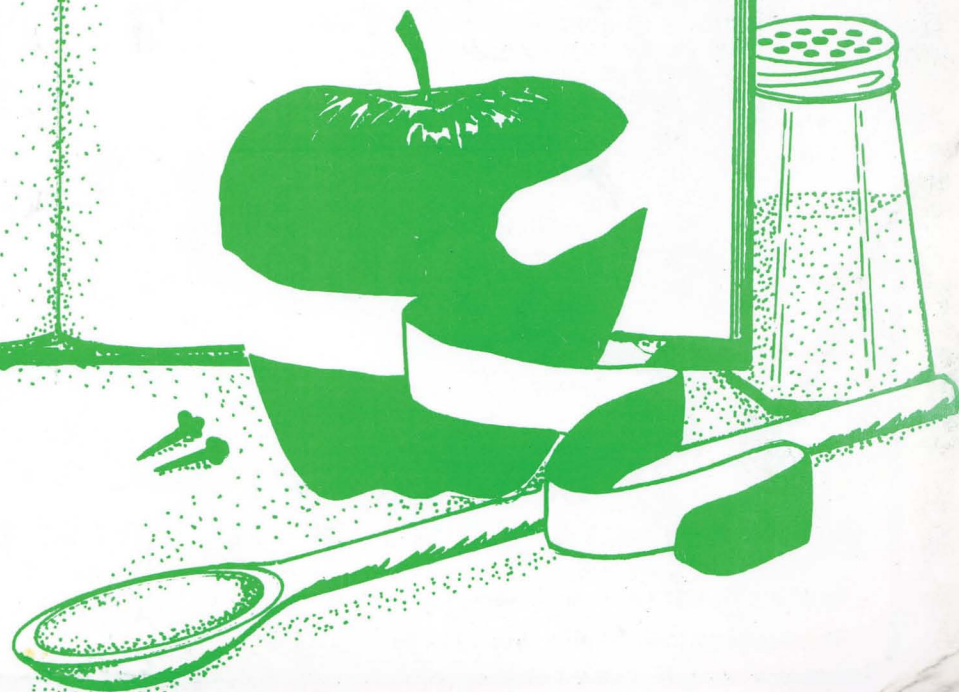
Tsp	• Dakin 5 Utilities
Tsp	• The Prisoner
1	• Hypersort
Tsp	• The Wizard And The Princess
Cup	• The Voice
1	• Apple Plot
1	• Scientific Plotter

### Spices:

Dash of Buds  
Pinch of Letters  
Software Index

★

1. Mix ingredients.
2. Evaluate.
3. Blend in spices.
4. Serve hot off the press. . . .



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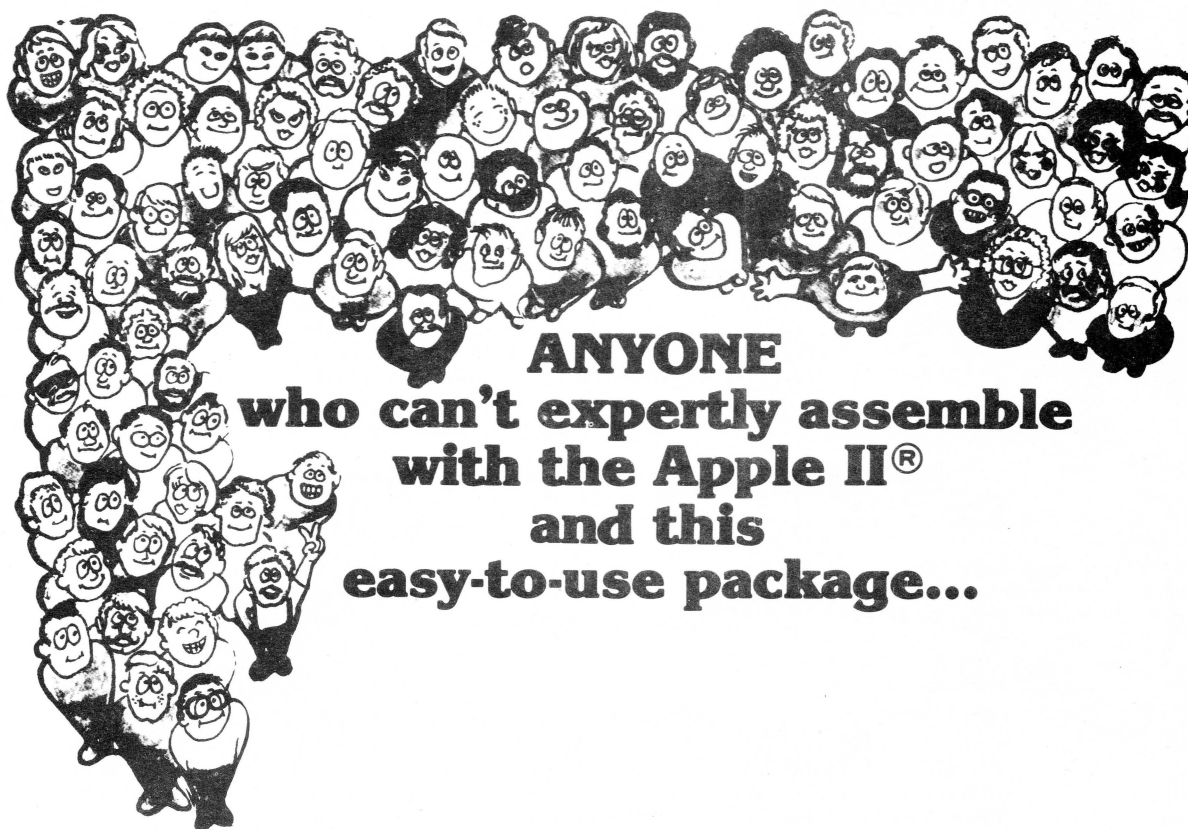
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## CONTENTS

### UTILITIES

PROGRAMMING AIDS 3.3.....	DAKIN5 CORP.....	5
MACRO-SCED.....	COMPUTER STATION.....	6
APPLE PLOT.....	APPLE COMPUTER INC.....	8
SCIENTIFIC PLOTTER.....	INTERACTIVE MICROWARE INC.....	11
HYPERSORT.....	JEW & KILK.....	12
ROGER'S EASEL.....	SOUTHWESTERN DATA SYSTEMS.....	13

### COMPUTER SOUND

THE VOICE.....	MUSE.....	14
SUPER SOUND.....	RAINBOW COMPUTING INC.....	15
ACTION SOUNDS.....	AVANT-GARDE CREATIONS.....	17

### PERSONAL

ENVIRONMENT LIFE DYNAMIC	AVANT-GARDE CREATIONS.....	20
ENCOUNTER.....	CLONE SOFTWARE.....	21
PROG IN INTEGER BASIC.....	HAYDEN BOOK CO.....	22

### DATA BASE MANAGEMENT SERIES

FILEMASTER II.....	RAINBOW COMPUTING INC.....	24
--------------------	----------------------------	----

### GAMES

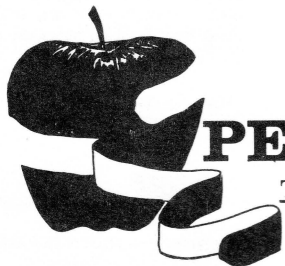
DOGFIGHT.....	MICROLAB.....	26
HIRES FOOTBALL.....	ON-LINE SYSTEMS.....	28
COMPUTER QUARTERBACK.....	STRATEGIC SIMULATIONS.....	29
ABM.....	MUSE.....	30
THE PRISONER.....	EDU-WARE.....	32
GALAXIAN.....	BRODERBUND.....	33
CYBER STRIKE.....	CALIFORNIA PACIFIC.....	34
WIZARD & THE PRINCESS.....	ON-LINE SYSTEMS.....	34
HYPER HEAD-ON.....	BRODERBUND.....	35

### DEPARTMENTS

PEELINGS POLICIES.....	3
PEELINGS RATINGS.....	4
LETTERS.....	4
BUDS.....	5
EDITORIAL.....	5
ABOUT THE AUTHORS.....	36
SOFTWARE INDEX.....	36
BACK ISSUES.....	39

### INDEX OF ADVERTISERS

AVANT-GARDE CREATIONS.....	13,21
BLUE LAKES SOFTWARE.....	IFC
COMPUTER DATA SERVICES.....	16
COMPUTER TECHNOLOGY ASSOC.....	18,19
DAKIN5 CORP.....	27
EDU-WARE SERVICES, INC.....	9
GEORGE EARL.....	7
H&H SCIENTIFIC.....	39
HARVEY'S SPACE SHIP REPAIR.....	33
HIGHLANDS COMPUTER SERVICES.....	23
ON-LINE SYSTEMS.....	7,17,29
PROGRAMMA.....	1,37
RTR SOFTWARE.....	25
S-C SOFTWARE.....	31
SOUTHEASTERN SOFTWARE.....	OBC
SOUTHWESTERN DATA SYSTEMS.....	39
SYNERGISTIC SOFTWARE.....	IBC



## PEELINGS II

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Peelings II reserves the right to require that a copy of all software to be advertised be sent along with the ad. For now, this applies to every advertiser. This helps to assure the Peelings II reader that he can buy from our ads with confidence. We may not have a published review on every program advertised, but at least we have seen the software. Rejecting ads for software that is clearly of questionable value is a responsibility that Peelings II assumes and which most other magazines do not.

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#### OUTSIDE REVIEWS

We NO LONGER openly solicit reviews or articles from outside sources.

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## PEELINGS RATINGS

The philosophy of rating software is somewhat akin to rating movies. The usefulness or entertainment value of a particular program may vary widely between users. The staff of Peelings II makes their best judgment about software based on the documentation and demonstrated performance of the program. They explain the features and weaknesses of the program in sufficient depth that you, the reader, can decide if a particular program meets your requirements.

In addition to a detailed description of the program, we feel that there is room for an overall, subjective judgment of the quality of a program. There will always be some degree of subjectivity in any review, and we have elected to express this as the PEELINGS RATING (PR). It is indicative of the reviewer's overall perception of the program.

Included in the Peelings Rating is the concept of price to performance ratio. Obviously, a program does not have to do as much for \$14.95 as it would for \$99.95.

We stress that you should not skip a review or disparage a program because it receives a low PR. There may be some features that you want or will need for your application. For this reason, the rating should never be quoted alone with out reference to the text of the review.

The principal reviewer assigned to a program has the final say on its rating; that is the rating that goes "into the books." In the event that there is a controversial program or a dissenting vote, other reviewers will add their opinion in an addendum. This again simply reflects differing attitudes towards programs. After the dust settles, you decide for yourself.

The Peelings II rating categories follow. Some example criteria are given for the categories, but they are not meant to be all inclusive.

AAA - Absolutely astounding software. We have yet to see a software package that fits this category.

AA - Top notch, superb. Programs in this class generally have excellent documentation and use the most sophisticated programming techniques.

A - Very good. Software in this class is characterized by clear and informative documentation, and the program incorporates good programming techniques.

B - Good. Software in this class may have minor errors or be slightly flawed, it may be lacking in thorough documentation, or it may just be unexciting.

C - Average. Software of a mediocre nature. There may be lack of good programming concepts, lack of good error trapping, it may be a repeat of other work, or have a low price/performance ratio.

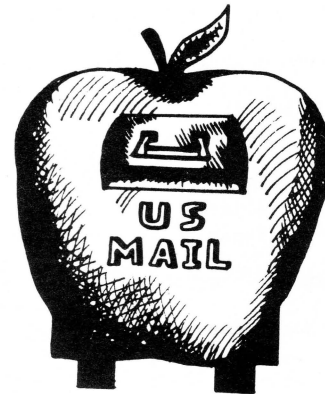
D - Below Average. Software with a blatant disregard for the user in terms of programming design, unacceptable documentation, or unacceptable price to performance ratio are example criteria.

F - Unacceptable. Software of such poor value that it should not be marketed.

P - Pending. The rating is on hold for comparison to other similar types or it is not yet appropriate to give a rating (e.g., mini-review).

N - No Rating. The reviewer abstains, or a rating is inappropriate.

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Dear Sir:

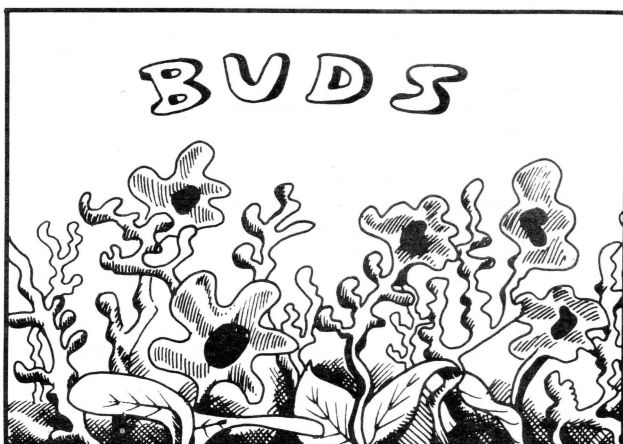
I have read your issue on word processors and was impressed by its thoroughness and responsible treatment. One category that seemed missing in the evaluation was the maximum line length that the editor will support. I have been using Supertext II to create card-image (80 col) jobs offline before transmitting them to a mainframe computer. Supertext can be used to send output to a modem, but not in its off-the-shelf form as you note. I will be interested in seeing followups on word processors.

Keep up the good work. Your influence can do a lot for the quality of software.

C.M. Stillman

...Incidentally, we've read all kinds of software magazines and software reviews, and yours is by far the best, and you may quote me. In fact, the quality and intelligence of the reviews would seem to indicate that such a fine magazine deserves a fancier cover. Your "Peelings" magazine has contents surpassing most other software magazines, but they are slick and shiny, which might easily fool the novice computer enthusiast....

Don Jones  
Avant-Garde Creations



The follow-up on 80 column word processors and Super-Text II has been delayed one issue. In the next issue will be: a close look at some new assemblers, more data base programs, a special section on educational software, and a communications software update (ASCII Express and Data Capture 4.0)

## EDITORIAL

We have been having serious discussions about the Peelings II Ratings that have been assigned to various programs in the last seven months since Volume 1, Number 1 was published. Programs that were state-of-the-art at that time received high ratings, A and AA. Times have changed and new programming techniques have evolved such that if the same programs that received an A rating in V1N1 were reviewed today, they might receive only a B. This problem is mainly concentrated in the programs using HIRES graphics.

We could spend considerable time going back and adjusting the ratings to reflect the present situation, but that would leave less time for reviewing new software. Rather than doing that we ask that, when looking at the ratings, you give consideration to the time when they were given.

## PROG. AIDS 3.3

by Rod Riggensbach (programs)  
 Allen Martin (documentation)  
 Dakin5 Corp  
 POB 21187  
 Denver CO 80221  
 303 426 6090  
 \$79.95 diskette  
 Applesoft & Machine Language  
 48K, 2 Disk II's, optional printer  
 Unlocked

PR=A-  
 John Martellaro

### AT FIRST GLANCE

The first time I looked at Programming Aids 3.3 (PA), I felt that it was a rehash of other work. There are programs similar to Track & Sector List, Double Precision Floating Point Package, and Appledoc that duplicate their efforts. Upon closer examination, however, I discovered that:

- 1) Not everyone may be able to afford these other programs collectively.
- 2) PA 3.3 is extraordinarily well documented.
- 3) The programs are professionally written.

It is clear that someone who has worked on larger systems and has had experience soothing the way for users combined efforts with a professional program documentor. PA 3.3 is the smoothest, best documented utility package this reviewer has yet seen. However, it cannot completely replace similar specialty utilities especially designed to perform single functions, and you'll have to decide if you can get by on these.

### THE PROGRAMS

Before discussing the programs, it is necessary to point out the style of the operation. The current date is entered and kept on disk. Several programs access this date to provide dated output. The instructions are clear about system requirements and explain all the prompts. More on the documentation later.

There are 12 utilities that do the following:

1. Lister. This program will provide a formatted, dated, paged listing of your BASIC program. For those who are upset by long program listings (me) on continuous forms paper, this is very helpful. You can choose selective line numbers, name your slot, and chose the pagination option just mentioned. One gripe is that things such as printer type and slot should be "sysgened" once and not presented as an option every time. On the other hand, always presenting the option makes the program very transportable (use at a friend's house etc). You can set the line length from 40 to 255 columns. Very nice.

- 2/3. Line and Variable cross reference. These utilities allow you to find what lines are referenced by GOTO, GOSUB, THEN, LIST, and RUN, and get the line number for every variable. Standard stuff (unless you don't have it). Unfortunately, the same paginated format used in the Lister is not used here.

4. The Peeker. This allows the reading and transfer of random access text files. You must, of course, know the record length.

5. The Patcher. This is a very well thought out and documented utility for looking at and/or changing any byte on the diskette. A half sector at a time is displayed along with the ASCII interpretation to the side. The user is well protected from making accidental changes to a diskette. The instructions for this section are especially thorough and well done.

6/7. The Diskette copy and copier programs are used to make duplicate diskettes and transfer files respectively. These are the only two utilities that require two drives.

Copier transfers any kind of file and needs to know only the name to do so.

Diskette copy goes beyond the normal copy process by verifying the data on the new diskette, hence two drives really are necessary. However, this process is also slower than the normal read and write copy procedure. The user has the option to leave DOS off the diskette.

8. Screen printer dumps to the printer what ever is currently on the text screen. The only requirement is that the cursor be visible and the current program does not respond to CTRL-Z which is what activates it. This program hides out of the way and can be invoked at any time during normal programming.

9. Cruncher is the only "memory cruncher" type of program this reviewer has seen that treats REMark statements intelligently. If a REM is unreferenced, it is deleted entirely. However, if it is referenced, only the characters after the REM are deleted. This was used on the Space Shuttle Landing Simulator by HSSR and cut the program from 13.7K to 12.2K making it run about 5% faster. This is perfect for cleaning up those programs where you were foolish enough to branch to a REMark statement.

10. Calculator. This is a machine language utility interfaced with a demo program that allows only add, subtract, multiply, and divide with 20 digit precision. The nice thing here is that since the program is unlocked, you can use the utility in your own programs (presumably for non-commercial use).

11. This is a simple sequential text file generator and editor. It is probably the most poorly done program of them all for several reasons:

- a. It uses the standard brute force approach to editing text files.
- b. It has annoying instead of helpful speaker sounds.
- c. It asks for file names without giving the user the option of cataloging a disk drive.
- d. The user cannot use it with two disk drives.
- e. The editing is slow and tedious because of the two layers of menus and the need to re-enter a line completely to change it.

If you need to only occasionally generate sequential text files for EXECing various functions, this will get you by. And considering that it is just one of 12 programs in a \$79 package, it isn't too bad.

12. Prompter. A not awfully useful utility for generating screen prompts.

#### DOCUMENTATION

The documentation for this package comes in a small binder with dividers and tabs. The quality

of the paper, printing, and proof reading are excellent. Each chapter has the following format:

1. Short description of program.
2. Hardware requirements.
3. Explanation of prompts/usage.
4. Explanation of errors which are trapped and explained in English.

At first, the documentation seems overdone, but later you come to appreciate the convenience and professionalism. (If you have ever paid too much for a utility whose instructions were mimeographed, you'll understand.) Other utilities should follow this example of quality documentation.

#### CONCLUSION

If you do not have many of the utilities described here for the PA 3.3, this package will be of good use to you. If you already have other utilities that duplicate the usage but are questionable for use on a DOS 3.3 system, this may also be good way to gather together under one roof your utilities. However, for those who have Appledoc, Track & Sector List, the S-C Software DPFP, some of the IAC utilities for screen dumping, and a text editor that operates on Text files, then PA 3.3 will probably be a duplication.

PII

## MACRO-SCED

by David Chi  
Computer Station  
#12 Crossroads Center  
Granite City IL 62040  
618 452 1860  
\$39.95 diskette  
Machine Language (1.5K)  
32K, Disk II, optional printer  
Unlocked

PR=A  
John Martellaro

#### INTRODUCTION

If you thought that all you needed to do good BASIC programming was a word processor that handles Text files, you are not quite right. The details of writing programs are subtly different than composing text, for often one wants to execute the program interactively. In fact, one could almost write a flow chart describing the actions one usually goes through writing a BASIC program and having assessed the procedure, write a utility that makes this easy. This may not be what David Chi did, but it appears so. Macro-Sced is a combination screen oriented editor (I won't say "Text" editor because it operates on the screen no matter which BASIC you are in, even the monitor.) and a powerful Macro system for often used commands.



## THE EDITOR

If all there were to this program was a screen editor, it would be a duplication of previous work. As it is however, the editor merely compliments the Macro system. As mentioned, the editor is live and screen oriented. The leftmost quartic keys control the cursor CTRL W,A,S,Z. There are commands to jump the cursor to, for example, the next non-space character or occurrence of the character under the cursor. There are commands for copying text (faster than the repeat key) and inserting and deleting characters and lines. A very useful feature is the ability to save the location of the cursor and return to that location. This allows the copying of lines into a buffer and returning to the previous cursor position.

There are other commands especially designed for common programming functions. There is a line and screen clear, display the last characters entered into the buffer, a very nice slow and stop/start list, and the ability to save an image of the screen to one of many buffers in memory for later recall. This can be powerfully used for keeping notes or lists of Macros.

You have the ability to move the cursor up or down 8 lines at a time, but a gripe here is that this is only on the present screen; there is no automatic scrolling as with a normal text editor.

## MACROS

Here is the best part of the program. You have two tables of Macros: Table 1 is generated by "ESC, CTRL A thru Z and table 2 is generated by ESC, A thru Z. These come already predefined with useful functions. For example, ESC C produces a catalog, ESC M produces a "CALL-151" and so on. This alone is very nice, but there is more.

There is a warm place in this reviewer's heart for programs that are "open ended." That is, the user is provided with a utility so well thought out and powerful that it can be itself used to create new power and functions. This program is one of those. In this case, Macros can call Macros. This can be used to advantage for chaining editing commands or utility commands. The user can dream up his own special favorite techniques to create a super-set of powerful editing commands that are perhaps peculiar to the programming task at hand. Terrific.

At the press of a few keys (your own Macro perhaps) one can call up the list of current macros (or available screen buffers) and use the "screen save" to store and recall it. The hallmark of this package appears to be powerful utilities combined together to provide even more powerful utilities.

You are not limited to two Macro tables either. Memory permitting, you can use the utilities provided (Macro-Builder and Macro-Patcher) to change the default tables to generate additional Macro tables, although only one at a time can be "active." There is also a

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mini-Macro patcher that allows you to change your macros in midstream without having to lose your BASIC program. A nice touch is the writing to the screen of the Macro number as it is being brought into memory for patching. Little things like this give a professional feel to the program.

#### OTHER UTILITIES

In addition, there is a utility to generate text screens while disconnected from either BASIC and DOS. This allows one to generate tables of notes or design title pages straight up without having to write a program to generate it. They can then be BSAVEed and used in your program by just BLOADing it into the text screen (with a small wrinkle).

A sister utility dumps the text screen to your printer. (Flashing and inverse are converted to normal.)

#### DOCUMENTATION

The documentation for this program is excellent. There is, in order, a table of contents, an introduction, a quick summary of capabilities, how to turn the utility on and off (it resides in high memory out of the way), a summary of the editing commands, explanations of the commands, explanations of the Macros (which are quite clear) and then discussions of the extra utilities for screen dumping and Macro patching. There are appendices for the Macro commands and memory usage.

The internal workings of the program are discussed along with some enlightenments about how the Apple II works. Complete memory usage is described and all the details of the Macro formats.

#### CONCLUSION

Macro-Sced (Macro Screen Editor) is a well thought out, useful, and well documented set of utilities for a fair price. If you do extensive programming and have been looking for a programmer oriented editing/operations tool, this is a good one.

PII

## APPLE PLOT

Author unknown  
Apple Computer Inc.  
Available at Apple Dealers  
\$70.00 diskette  
Applesoft  
48K, Disk II, optional Apple Silentyte, Qume Sprint 5  
Unlocked

PR=A-  
John Mitchener

Have you ever found that you wanted a graph of a set of data points but were out of graph paper and didn't have a program to do it on the Apple? A solution to the dilemma is available in the form of Apple Plot. Apple Plot is a menu-driven program which may be used to generate customized graphs of up to 100 data points in each of two data sets.

#### MENU OPTIONS

The menu for the program consists of nine options. These are:

- 1 Graph Format Selection
- 2 X-Axis Parameters
- 3 Y-Axis Parameters
- 4 Data Entry and Editing
- 5 Display Graph
- 6 Save Data to Disk
- 7 Recall Data from Disk
- 8 Clear for New Plot
- 9 Print the Graph

#### FORMATS

Apple Plot has six formats from which you may choose for your graph. These formats are a line graph of one data set (standard graph), line graphs of two data sets (standard graph with graph overlay), bar chart (one data set), multiple bar chart (two data sets), and a scatter chart of one data set. In addition to these six standard formats, the graph format selection option will allow you to exchange the data from data set 1 to data set 2, change the color of the graphs, and overlay additional graphs.

#### DATA ENTRY

The data entry and editing menu has three options: plotting range, data entry, and display data. The plotting range option tells the program which points are to be plotted in data set 1 and data set 2. After specifying the range, you may proceed to data entry. Entering data is a very straightforward operation but somewhat cumbersome. You must specify the point number (1 to 100), the X-value, and the Y-value. The cumbersome part comes in when you must hit a return after the point number, the X-value, and the Y-value. The returns are necessary as the data is stored as a sequential text file on disk. If the data to be entered consists of sequential integers for the X-value, there is an "s" option available which puts in the point number and the X-value while you need specify only the Y-value.

#### DATA EDITING

After the data has been entered, it may be edited using the complete set of editing commands. These commands allow the insertion or deletion of a single X or Y value or a complete data point. Single points may be listed by point number or a range of points may be listed.

#### X-AXIS PARAMETER SELECTION

You can look at a graph of the data just entered by selecting the display graph option from the main menu. The resulting plot is entitled "Unformatted Graph" and shows the data using default values and auto-scaling.

# the prisoner

by David Mullich



Inspired by the highly acclaimed television series, your Apple puts you in a nightmare 1984 world whose rulers seek to break you down by an extensive array of brainwashing techniques, while you are armed only with your intelligence and sense of individuality. Can you escape to freedom or will you remain forever THE PRISONER?

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To put meaningful labels and set possibly more appropriate scales, you should select X-Axis Parameters from the main menu. X-Axis Parameters lets you set the number of divisions on the X axis or you may specify a monthly or yearly plot. Unfortunately, there is no option for a quarterly plot. This would be nice for those of us who must generate charts for quarterly reports. Quarterly plots may be done but it's not as easy as the monthly and yearly options.

Other questions are asked concerning the maximum and minimum value to be assigned to the X axis, the label for the X axis, and whether vertical grid lines are to be plotted or not.

Two labels are available for making graphs more readable. The text of the labels is specified in the X-Axis Parameters option but the labels are moved to their permanent locations using the I, J, K, and M keys when the formatted graph is first displayed.

#### Y-AXIS PARAMETERS

Y-Axis Parameters are specified like X axis. The maximum and minimum values are specified along with the number of divisions of the Y axis and the label for the axis. Care should be taken to avoid using characters such as "(" or "-" as the label is printed vertically and hence, special character make the label look strange. It is in this section where the title of the graph which appears across the top is selected. Horizontal extended grid lines may also be selected.

In the entire program, default values are shown which may be selected by hitting a return or may be changed by substituting a value. In both the X-axis and Y-axis parameters options, changes may be made at any time.

#### DISPLAYING THE GRAPH

The formatted graph is displayed by selecting option 5 from the main menu. All of the changes that were made in the X and Y axis parameter options are displayed. At this point the extra labels 1 and/or 2 selected in the X-axis parameter option must be positioned. The labels are positioned only on the first display after they are changed or established.

To position the labels, the I, J, K, and M keys are used in a manner similar to the editing features of the autostart ROM. There is a coarse and fine movement control. Labels are locked into place by hitting a return.

#### SAVING & RECALLING DATA

Raw data may be saved as a sequential text file. The file format is explained in the instruction and reference book along with a sample program to build compatible files.

A completed graph may also be saved as a picture. This is a standard binary save of 2000 hex bytes beginning at 8192 (HIRES page 1). Saving a plot in this manner allows the use of other programs which operate on the HIRES page. For example, I have used Paddle Graphics from

On-Line Systems to add more labels to a plot when two were not enough.

In both the save and recall options, Apple Plot shows a catalog of the file names currently in use on the disk. At least two drives are supported.

#### PRINTING THE GRAPH

According to the documentation, only the Apple Silentype and the Qume Sprint 5 printers are supported; however, any printer which will print the HIRES page could be used external to the program by printing a plot saved as a picture.

#### DOCUMENTATION

The 56 page spiral-bound instruction and reference manual for Apple Plot is in the best tradition of Apple documentation. Complete examples are shown and sample files are included on the disk to make the learning process very simple. The last thirty pages are detailed reference on all aspects of Apple Plot and will answer virtually any question that may arise about its use.

#### INTERFACE TO VISICALC

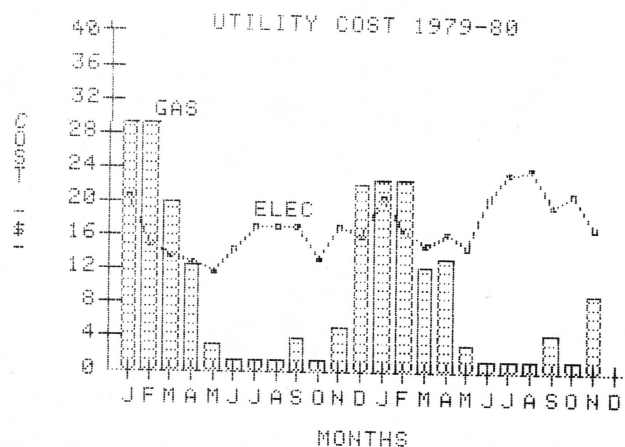
A program is provided on the disk to convert data sets created by Personal Software's VisiCalc (TM) program into a format that can be used by Apple Plot. For VisiCalc users, this feature could prove very beneficial.

#### EVALUATION

Apple Plot is a very professionally written and documented program. The program incorporates many safeguards to protect the unwary from destroying data inadvertently. It is a program that is best suited for business applications. The drawback for scientific applications is the limitation of 100 data points per data set. Often scientific data requires more than 100 points for a plot.

A major concern with Apple Plot is the \$70 price tag. There is no question that this is an excellent program and the flexibility offered is superb, but there are other good plotting packages available. There are more inexpensive plotting packages available, but if you are using VisiCalc, are using a Qume, and have an extra \$70, Apple Plot is a worthwhile addition to your software library.

PII



## SCIENTIFIC PLOTTER

by Paul K. Warme  
Interactive Microware, Inc.  
PO Box 771  
State College, PA 16801  
814 238 8294  
\$25.00 diskette  
Applesoft  
32K RAM, Disk II, ROM Applesoft  
Unlocked

PR=A-  
Edward Burlbaw

### INTRODUCTION

Scientific Plotter (SP) is designed to help the scientist make professional looking graphs of experimental data. The orientation is toward the scientific user rather than the business user.

### THE PROGRAM

To use SP, the user must answer a series of questions presented to him on the text page. The responses build what is considered a format file and can be saved for later use with similar data. Once a question has been answered or retrieved it becomes the default answer for that question. Obviously this allows the user to easily change only one response. This is not menu driven but the default feature (chosen by hitting RETURN) makes it nearly as convenient. In addition, there is a control function that will automatically select all the default values.

A description of all the options of SP reads very much like the table of contents of the documentation.

**DEFINITION OF AXES.** Among the choices available are: color (6) of axes, position of left and right ends and top and bottom, minimum and maximum X and Y values, scale the X or Y axes or plot the logarithm (LOG or LN) of either variable, selection of significant figures on the numeric labels on the axes, the intervals between labels (major divisions) and tic marks (minor divisions), grid marks at minor intervals, and frame the axes.

Plots may be on 1, 2, or 4 quadrants and up to four axes can be independently scaled.

**DATA INPUT.** One can choose to plot X,Y pairs with or without error bars on the Y variable or Y values at constant X intervals. The data can be entered from the keyboard, from a text file of a specified form, or from up to 7 user-defined subroutines located in SP itself. Once the data set has been defined or selected, you may choose the first point to be used and the interval between points to use, i.e., plot every 5th point starting with the 30th point. As furnished, SP can only store 500 data points, but instructions are included for modifying the program to accept more points.

This versatility in data input makes available a wide range of possibilities. The data could be calculated and written in the correct

### Comparison of APPLE PLOT and SCIPLOT

	APPLE PLOT	SCIENTIFIC PLOTTER
Price	\$70.00	\$25.00
Access	menu	sequential
Default values	yes	yes
Relocatable axes	no	yes
Number of quadrants	2	4
Labels, relocatable	2	5
Symbols	2	20
Bar charts	yes	no
# data points (default)	100*	500**
Plot selected points	yes	yes
Auto-scaling	yes	no
Input from other programs	yes	yes
Plot from user subroutines	no	yes
Printer drivers (HIRES)	yes	no
Interface to VisiCalc	yes+	yes++
Data editor	yes	yes
X-values < 0	no	yes
Y-values < 0	yes	yes
Overlays	yes	yes
Combined line and bar graphs	yes	no
Scatter plots	yes	yes
Frame axis	no	yes

\* 100/data set, two data sets can be used concurrently

\*\* Default value but can be increased

+ Program provided

++ With user supplied program

format by another program for use by SP or a subroutine could be written into SP to read and convert to the correct form data files that already exist. This second method would allow SP to use data files written by a commercially available program that could not be modified without producing a compatibility problem. The subroutine could even EXECed into SP when needed.

**PLOTTING THE DATA.** There are 5 different symbols in 6 colors and 4 sizes. The symbols can be either filled in or open. The colors are the standard Apple HIRES colors. Error bars are automatically plotted when selected as above.

**LABELLING THE GRAPH.** There are 5 user defined strings of up to 255 characters available to add text to the graph. Each string may contain several labels placed in different locations, rotations, or colors. Also available are scientific symbols and some other characters not normally accessible directly from the keyboard.

**SAVING THE FILES.** This section allows the user to save the data file, format file, or the HIRES screen image. One may also read in a HIRES screen from this section as well as erase graph and/or return to the top of the program. This section may be accessed from any point in the program by typing CTRL-Z.

## ADDITIONAL FEATURES

At any time, one may switch between the TEXT and the HIRES pages by merely typing a CTRL-T or CTRL-G. There is a cursor mode accessed by CTRL-C which enables one to determine the HIRES coordinates of the paddle controlled cursor. This feature allows one to locate the axes without calculation and is also very convenient for positioning the labels on the graph.

One feature SP does not have is the ability to make histograms.

## DOCUMENTATION

The instruction manual consists of 30 8.5 X 11 double sided pages of information. Treatment of the commands is in the same order as the questions are presented in the program. Included is a set of sample plots (files included on the disk, also) and 6 pages of flow charts detailing the program. While there is no index, there is a table of contents and the fact that the manual follows the flow of the program allows easy lookup of most any feature. There were very few typos, but there was one major one. In the sample program for creating a data file, the statement to PRINT the number of points in the file was omitted. This was discovered by examining another data file with a TEXT file editor. Overall, the manual is very usable.

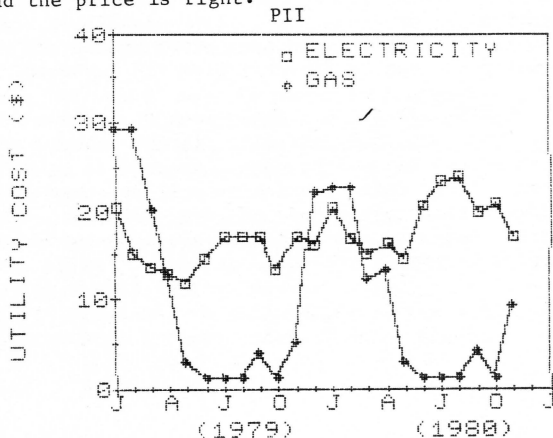
## ERRORS

SP is, in general, well error trapped, however, there are three I would like to mention. In typing in a format file name, if a non-existent file is typed, the program crashes. A fancier program might have shown the catalog in that situation. In doing a LOG plot of the data, if the data includes a number for which the LOG does not exist, i.e., 0 -- CRASH.

The format for adding text to the graph provides a great deal of versatility but must also be followed very carefully or else an irrecoverable error will occur. I found it advantageous to save the format file after each successful label. While I could tolerate the two previous problems, this one was particularly frustrating. There are available several scientific characters for labeling, but I did not discover how to start a label with a number -- very strange.

## PRICE TO PERFORMANCE

In spite of the above mentioned problems, this program, at \$25, has a very favorable performance/price ratio. I can truthfully say "this is the plot program I've been looking for", and the price is right.



## HYPERSORT

by Matthew Jew and Erik Kilk

-  
2419 Durant #21  
Berkeley CA 94704  
Phone -  
\$24.95 diskette or cassette  
Machine Language  
16k (requires APPLESOFT)  
Unlocked

PR=A-

Howard J. de St. Germain

## PROGRAM

HYPERSORT (Version 2.1) is a machine language subroutine which can be called by any APPLESOFT program. It will sort any type of singly dimensioned array (integer, real or string). Calling HYPERSORT is very simple. Suppose, for example, you wish to sort the string array A\$; all you need do is "CALL 36700 A\$()." Upon return from this CALL, the array A\$ is sorted in ascending order. HYPERSORT comes in 3 versions, one for a 48K, 32K and 16K system. After setting HIMEM to the value indicated in the documentation, you merely BLOAD the appropriate version of HYPERSORT for your system.

Included on the diskette are several demo programs. One shows you how to use the HYPERSORT subroutine to sort random access files. Another uses the HIRES graphics page to demonstrate HYPERSORT in action, sorting over 4000 integer values.

## DOCUMENTATION

A fifteen page (5.5 x 7.5) folded pamphlet (not stapled) contains the documentation for HYPERSORT. Though the physical quality of the documentation is not great, it is complete in that it includes all you need to know to use this program. No index or table of contents is provided; though numerous examples are given explaining the various ways in which you can use HYPERSORT and special instructions are provided for cassette users.

## VARIATIONS

HYPERSORT can be called in the following ways:

- 1.) CALL 36700 A\$()
- 2.) CALL 36700 ! A\$()
- 3.) CALL 36700 ! - A\$()
- 4.) CALL 36700 A\$(S1 TO E1)
- 5.) CALL 36700 A\$() ON B()

Number 1.) is used to sort the dimensioned string array in ascending order. 2.) is used to do exactly the same, except a small cursor is placed on the screen and oscillates slightly to let you know that HYPERSORT is working. 3.) sorts A\$ in descending order. 4.) lets you specify the starting (S1) and ending (E1) elements in A\$ on which to sort. 5.) allows you to pair an index array (B) with the array to be sorted (A\$). This can be used to keep an internal record of the original order of the array A\$. Suppose, for example, A\$ has 4 entries as:



```

A$(1)="MAN"      B(1)=1
A$(2)="CHILD"    B(2)=2
A$(3)="BOY"      AND B(3)=3
A$(4)="GIRL"     B(4)=4

```

"CALL 36700 A\$( ) ON B( )" yields:

```

A$(1)="BOY"      B(1)=3
A$(2)="CHILD"    AND B(2)=2
A$(3)="GIRL"     B(3)=4
A$(4)="MAN"      B(4)=1

```

Thus you can determine that A\$(1) was the 3RD element in the original order of A\$.

You can combine some of these variations as:

```
CALL 36700 A$(S1 TO E1) ON B( )
```

A\$ may be replaced by an integer array or a real array.

#### MEMORY USAGE and DISCARD

HYPERSORT uses only 1700 bytes of memory, normally above HIMEM. Some page zero and page three locations are used, but upon normal completion of the sort these values are restored.

Another utility provided on the HYPERSORT diskette is called "DISCARD." This utility is called in a similar way as HYPERSORT and permits you to "return" an array to APPLESOFT. Thus, CALL 768 A\$, causes all memory used by the array A\$ to be returned as free space.

#### SPEED AND EXECUTION

HYPERSORT is fast. Some of the times I have checked out are:

```

1000 integer elements in 4 seconds.
10000 integer elements in 55 seconds.
1000 strings of 20 characters each
in 9 seconds.

```

NOTE: The documentation claims 10000 integers in 20 seconds, but the HYPERSORT ad in the October CALL-A.P.P.L.E. claims only 56 seconds.

#### LIMITATIONS AND AGREEMENTS

No provision is made for sub-sorting. This is to say that you cannot specify subfields to be sorted within like records. This is the main reason that HYPERSORT did not obtain a higher Peelings II rating.

If you wish to use HYPERSORT for commercial purposes, you must contact Mr. Jew and Mr. Kilk in order to "set up royalty and software protection arrangements."

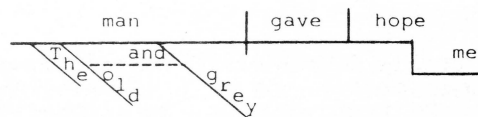
One further comment. When I received my copy of HYPERSORT for review purposes, I booted the diskette and found that BLOADing the 48K version (I have a 48K system) did not work. I discovered that the HYPERSORT diskette had set DOS to start at hex \$9000 instead of the usual hex \$9600. Booting any of my regular disks and then BLOADing HYPERSORT made everything work just fine. I contacted Mr. Kilk and he said he had no idea why my version of HYPERSORT booted at \$9000. He further stated that he checked their other diskettes and found no problem.

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#### CONCLUSION

HYPERSORT is quite fast and very easy to use. If you need a fast sort utility to merge with your APPLESOFT program which does not need to do any sub-sorting within like entries, I highly recommend HYPERSORT. Perhaps future versions of this program will provide the ability to do sub-sorting.

PII

## ROGER'S EASEL

by Roger Wagner  
Southwestern Data Systems  
P.O. Box 582  
Santee CA 92071  
714 562 3670  
\$16.95 diskette  
Applesoft or Integer w/ machine lang  
16K, Disk II  
Unlocked

PR=A-  
John Mitchener

Low resolution graphics. Now there's a phrase that brings back some memories. It seems that in the early days of the Apple II, all of the

games, crude though they were by comparison to the current arcade quality ones, used low resolution graphics. The vividness of those 16 colors more than made up for the lack of resolution. Roger's Easel (RE) revives some of the pleasure that was associated with my memories of first owning an Apple.

Roger's Easel gives you the utility necessary to sketch low resolution pictures on the screen using the game paddles and save them to tape or disk. There are 21 commands to help make the sketches as simple as possible. The commands include the save and recall options to tape or disk, full control of color selection for both the background and the drawing itself, and a Help function that is available on the screen at any time. It is without a doubt the most complete low resolution sketching program that I have encountered.

#### PICTURE LINKING

The disk includes programs in both Integer and Applesoft BASIC to link pictures that you have created into BASIC programs. The programs make the linking process very simple and the documentation explains in great detail the use of GOSUB's to retrieve the pictures. Retrieval is fast enough to accomplish limited animation. Sample programs and pictures are provided to demonstrate the techniques and enhance your understanding.

#### DOCUMENTATION

Documentation consists of twelve loose-leaf pages that explain in detail the commands associated with the drawing and the linking programs. The theory of operation of the programs is explained and that information alone is probably worth the \$16.95 price. Additionally, the documentation says that the retrieval routines and pictures may be used in any program that you might wish to market.

#### EVALUATION

Roger's Easel offers individuals the opportunity to create title pages for programs in a very simple manner. Parents can develop educational programs for small children using the vivid colors and changing pictures to maintain attention. While the low resolution graphics mode seems to have lost popularity, this program offers a very inexpensive way to explore the many possibilities in less complex graphics.

PII

## THE VOICE

by Ed Zaron  
Muse Software, Inc.  
330 N. Charles Street  
Baltimore, MD 21201  
301 659 7212  
\$39.95 diskette  
Applesoft, Machine language  
48K RAM, Disk II, ROM Applesoft  
Locked

PR=C+  
Edward Burlbaw

#### INTRODUCTION

The Voice is a set of programs that will allow your Apple to "speak" to you through the on-board speaker. On the diskette are two programs: the Voice Demo and the Voice Editor.

#### THE VOICE DEMO

The demo is designed as an attract mode display. There appears a LORES face on the screen with a mouth that blinks as words are spoken by the Apple's speaker. One of the phrases spoken is: "Take me home. I make it easy to add voice to BASIC programs."

#### THE VOICE EDITOR

This program comprises the bulk of the Voice program. The options included are: record a word, play back a word in memory, play back a phrase from disk, save a word on the disk, save all words in memory to disk, load all words from the disk, sort the vocabulary on the disk, and change the play back rate.

Included on the disk is a vocabulary of 36 words. Playing back a phrase comprised of one of the words on disk is as simple as typing the phrase in response to the prompt. The words are read into memory and spoken through the speaker. The playback speed can be increased or decreased by a single keystroke. If a word is requested that doesn't exist on the disk, the program beeps and you are asked for another phrase. This is quite satisfactory until you begin to feel limited by the available words. This is supposed to be remedied by the ability to record your own words.

In order to record a word, you must use either one of two methods. The word may be recorded on tape and transferred into the machine or recorded directly through the tape recorder microphone. Once the initial cut has been recorded, there are several editing options provided. One may play back the word, add pauses to the beginning or end as well as delete sound from either end. After editing is complete, the word can be saved to disk and becomes part of the available vocabulary.

The manual states that there are several factors that affect the voice quality and recommends experimenting with the volume and tone settings to find the best recording combination. It is also suggested that a great improvement in voice quality can be achieved by using an inexpensive frequency equalizer. My opinion is that you will be disappointed with the quality achieved using the cassette recorder.

\*\*\*\*\*

NOTE: For First Class Postage, add \$5.00.

\*\*\*\*\*

Even though the disk is locked, it is possible to save the vocabulary to another initialized disk. The machine language subroutine is also saved to allow use of the Voice from your own programs.

#### USING THE VOICE FROM BASIC

The Voice may be used from a BASIC program simply by BLOADing a machine language subroutine and then doing 2 CALLS from the program to turn on the Voice. From that point on, all data in PRINT statements will be sent to the speaker -or- "voiced."

#### DOCUMENTATION

The documentation thoroughly covers the usage of the Demo and Editor. There are example programs for use from BASIC as well as a trouble shooting guide for BASIC programs using the Voice, even though the main disk is locked. I recommend reading the entire editor section before starting to record your inaugural address; otherwise, you may be in for some surprises.

#### SUMMARY

The quality of sound using the Voice with the included vocabulary is approximately equal to Apple Talker, but not nearly as good as the TI voice synthesizer. I think you will be disappointed with the results using the cassette recorder to add new words -- the quality is just not the same. Be prepared to invest in some additional equipment to create high quality speech.

I found it difficult to save the entire vocabulary to another disk to use with my BASIC program. For some reason, it didn't work every time and sometimes the program just crashed. If the disk being transferred to didn't have enough room, the program had to be rebooted.

If you are satisfied with the vocabulary provided on the disk and using the phrase playback mode, the Voice will do that quite nicely, but I think the claims that it is easy to create your own vocabulary and add voice to your BASIC programs are a little over optimistic. I think that \$39.95 is too much to pay for the use that most people will get out of this program. It is for this reason as well as the above stated difficulties that the Voice receives its low rating.

PII

## SUPER SOUND

by Thomas G. Cleaver  
Rainbow Computing, Inc.  
9719 Reseda Blvd.  
Northridge, CA 91324  
213 349 5560  
\$17.95D, \$12.95T plus \$2 s&h  
Applesoft and machine language  
16K  
Unlocked

PR=A  
Edward Burlbaw

The Super Sound (SS) diskette comes with two Applesoft demo programs and two machine language subroutines. One set is to be used with 16K machines and the other with 32K or larger. While there is a demo on the diskette, the real usefulness comes from being able to use the subroutines from ones own programs.

#### THE SUBROUTINES

The SS subroutines are used by calling the appropriate locations from a BASIC (or machine language) program. Typically, certain locations or registers must be set up previous to the call to provide such things as duration, period, or multiplier.

**TONE.** The tone generator subroutine is a simple single tone routine which can be used to produce melodies. A chart of set-ups is included to facilitate the generation of musical notes.

**SWEEP FREQUENCY GENERATOR.** This produces either upward or downward sweeping frequencies for generating sounds like sirens, whistles, or falling bombs.

**TONE MIXER.** To generate sounds such as buzzers one must mix two tones together. This routine can be used to simulate the sound of an accordion as well as more cacophonous sounds.

**NOISE GENERATOR.** Bursts of noise may be produced with this routine. The duration and frequency spectrum can be controlled by simple POKes to specified locations.

**NOISE SWEEP GENERATOR.** Three different CALLs will sweep the noise generator spectrum up, down, or up then down. This will produce noises like car engines, airplanes, or helicopters. This is probably the most powerful of the routines for "shoot 'em up" game sounds.

#### SUPER SOUND DEMO PROGRAM

The demo program demonstrates the above described routines in a simple menu driven way. One may select from, among others, telephone ringing, helicopter, steam engine, or rhythm and percussion sounds. This program would be a good starting place to learn how to produce your own custom sounds.

#### DOCUMENTATION

There are three 8.5" X 11" pages describing the CALLs and POKes required to use each generator. This is adequate for any use of the programs.

#### SUMMARY

SS is well done and certainly helpful for getting into sound generation without writing your own routines. Some similar routines have appeared in the popular literature, but it is well worth it to have a variety of routines in one menu driven program. There is no difference between the disk and cassette routines so either one would be a good buy.

PII



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## ACTION SOUNDS

Author unknown  
 Avant-Garde Creations  
 P. O. Box 30161  
 Eugene, OR 97403  
 503 345 3043  
 \$15.95 diskette  
 Machine language  
 48K, ROM Applesoft, Disk II  
 Unlocked

PR=A  
 Edward Burlbaw

### INTRODUCTION

There are two different groups of programs on this disk. There are machine language sound routines for creating combat or space sounds and then the HIRES scrolling routines with the Font program for creating text displays on the HIRES screen.

### ACTION SOUNDS

These sound routines consist of binary files that can be BRUN directly to produce the Action Sound of its title. Among the sounds provided are laser (of course), teleporter beam, bomb drop, tractor beam, atomization ray, and UFO take-off, landing, or hovering. Also included is tone, telephone, buzz, zap, and foghorn, to name a few more. There are a couple of programs to allow you to produce the laser (or any other sound) every time you push the game paddle button or hit a key on the keyboard.

To encourage and facilitate experimentation with your own sounds, the source files (LISA) of all the sounds are also included. Even if you don't have LISA there are instructions describing how to change the binary routines themselves. The advantage of this is that one has a starting place for making new sounds. It seems that it is always easier to modify what already exists than to create from scratch. A hidden advantage of having the source code is that the routines can be relocated and incorporated in your own routines with very little effort.

### HI-RES SCROLLING

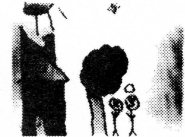
This section of programs must be considered more than just a set of scrolling routines. Included is a Font program (an improved version of Superfont) to allow you to put text on the HIRES screen in order to watch it scroll. The Font program has 72 possible style/size combinations available. There is automatic or manual scrolling of the screen and saving, retrieving, or instructions require only a single keystroke.

The scrolling routines allow one to scroll the HIRES screen to the left or right by 7 dots (one normal text character width) with or without wraparound, or 8 or 64 upwards. Eight dots is the normal text height and 64 is one third of the screen. Of course, it is not necessary to have text on the HIRES page to scroll it. It would be

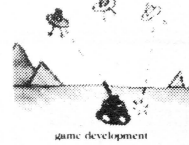
For use--



in business (slide show preparation)



at home (fun for children)



game development



art

## HI-RES GRAPHICS FOR THE APPLE II

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Paddle and Tablet-Graphics are available now at your local computer store and require 48K Applesoft in rom and a disk drive. To order directly send \$39.95 for Paddle-Graphics or \$49.95 for Tablet-Graphics to:

On-Line Systems  
 36575 Mudge Ranch Road  
 Coarsegold, CA 93614  
 209-683-6858  
 VISA, MST CHG, COD, CHECK ACCEPTED

Look for Hi-Res Football

possible to move any image on the HIRES screen around. By looking at the Font program it is possible to determine how to use the scrolling routines from your own programs. Probably, though, the scrolling routines will be most useful in conjunction with the Font program provided.

### SUMMARY

I think users will find this program simplifies adding sound effects to their own game programs; either sounds directly from this disk or slightly modified to their own tastes. If one has use for the Font program and the scrolling routines, they can be considered a bonus or, perhaps, the main reason for buying this diskette.

PII

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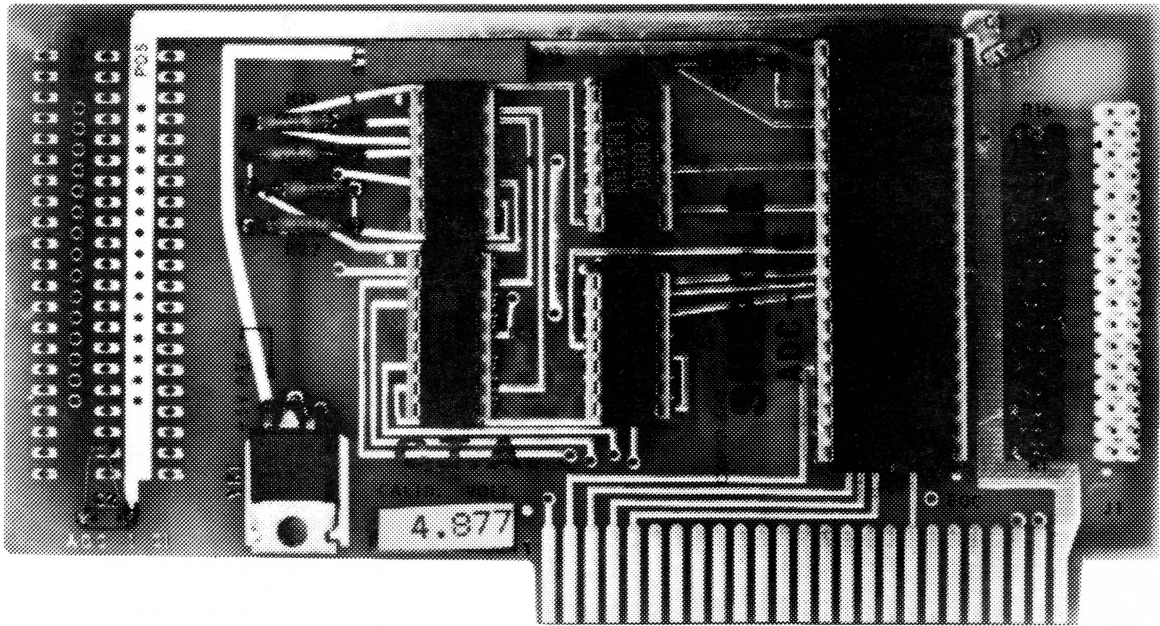
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## CTA ADC-16C



### 16 CHANNEL VARIABLE A-D BOARD

The board is shipped with an operating manual, appropriate software and a test connector.

The operating manual defines in careful detail the means to test and recalibrate the board, should that prove necessary. It also gives precise directions regarding the means to utilize the board in the functions listed on the front of this folder.

The assembled board is an eight bit, 16 channel Analog to Digital converter with the following specifications:

1. Total unadjusted error is less than  $\pm 1/2$  LSB.
2. Linearity error is less than  $\pm 1/2$  LSB.
3. No missing code.
4. Conversion time is 100 microseconds per channel.
5. Amplifier settling time is 100 microseconds.
6. Latched tri-state output.
7. Latched address input.
8. Single 5 volt supply.
9. Absolute accuracy less than or equal to 1 LSB including quantizing error.

## ENV. LIFE DYNAMIC

Author unknown  
 Avant-Garde Creations  
 P. O. Box 30161  
 Eugene, OR 97403  
 503 345 3043  
 \$15.95 diskette  
 Applesoft with shape tables  
 48K, ROM Applesoft, Disk II  
 Unlocked

PR=B  
 Edward Burlbaw

### INTRODUCTION

The Environment Life Dynamic is another in a series of programs designed to facilitate self-transformative experiences using a computer. Games are used as a way of looking at the suppression of certain aspects of oneself as a result of restrictions in the environment, i.e., peer, public, parental pressures, etc.

### THE PROGRAMS

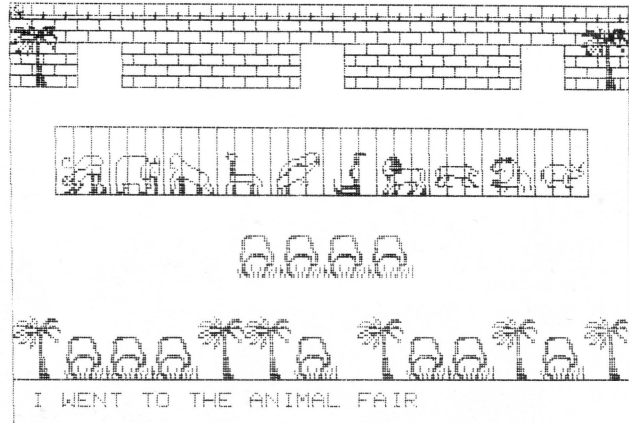
On the diskette are five programs:

- Lightning Bug
- Moon-Catcher
- Jungle-Safari
- Turn 'em Loose
- Get off it about environment

Lightning Bug is a HIRES game in which one chases lightning bugs around the screen in an attempt to capture as many as possible before they disappear. Only one is on the screen at a time and you manipulate a large jar (with man attached) by using the two game paddles. Sounds simple. One complication, the lightning bugs tend to disappear after a bit and that is the equivalent of a miss. Scoring is based on the number caught out of the number of bugs that appeared on the screen.

Moon-Catcher is based on some concepts from T. A. Heppenheimer's book. The background for this game is that you are operating a "mass catcher" (game paddles) attempting to catch moon rock launched in your direction from a mass-driver on the moon. Besides having to adjust for the poor aim of the mass launchers one has to adjust for the effects of solar wind and impacts of micro-meteorites(sic). The lower half of the HIRES screen is set up as an instrument panel with readouts of the mass and velocity of the rock, solar wind intensity, number of micro-meteoroid impacts, and more. Again, scoring is determined by the number of rocks caught by the catcher.

Jungle Safari is another HIRES game in which the hunter (you) wanders around the jungle attempting to shoot the "bad" animals and capture the "good" ones as they suddenly appear near you. If your reactions are too slow the animals will



either get away or eat you depending on the animal. There are also random happenings that can occur. These include downpours w/lightning, jungle fever, and getting lost plus a couple others. The hunter can travel through the jungle at three speeds and the game can be played at three reaction time levels to keep it interesting for even the most proficient jungle traveler.

Turn 'em Loose is a game symbolizing the turning loose of the suppressed/ oppressed aspects of oneself. The basic format of this game is that you must release the animals in the zoo while avoiding the zookeeper (with a gun). The game is played on the HIRES screen and the man is moved around by using one key commands for North, South, East, West, and Turn an animal loose. The man can hide in the bushes to elude the zookeeper but must come into the open to release the animals. The zookeeper travels around the screen (zoo) in a predictable circuit and will shoot on sight. Points are gained for animals released and lost for getting shot. This game also has three playing speeds and can definitely be a hair raising experience.

"Get off it about environment" is a dialog between you and the computer program investigating ways to overcome any residual suppression of aspects of yourself. By doing so it is possible to become more creative and productive. It is well worth going through this at least once.

### DOCUMENTATION

There is no documentation, as such, but there is a handy reference card containing the one key commands for Jungle Safari and Turn 'em Loose.

### CAUTION

When one requests instructions for any one of the games, they are greeted with a lengthy discourse on the political, social, economic, and/or philosophical aspects that the authors feel that particular game addresses. It is possible that some people may be "put off" by this approach to game instructions; however, I think one is given some warning of this by reading the Avant-Garde advertisement. Admittedly, the life philosophy proposed by Avant-Garde may not (will



not) be to everyone's liking, but it will provide stimulus for thought and discussion if one chooses to read it.

#### SUMMARY

If you consider the games on this disk you will agree that shape table driven Applesoft game programs are not the same as other machine language arcade quality games on the market for \$40, but then this disk is only \$15.95.

PII

#### DISSENTING COMMENTS

John Martellaro

The Avant-Garde software is written by some intelligent and compassionate people. They have ideas. They have the kind of ideas that are spiritual and humanistic: the human spirit is best fulfilled with love and brotherhood, not war and greed.

The Environment Life Dynamic program is not your normal computer software; it is a philosophical treatise followed by average to poor graphics games. Essentially, when you ask for instructions, there is a long, over-bearing polemic promoting peace, space exploration, self fulfillment, or overthrowing of environmental restraints (all enviable goals). While this reviewer agrees with some of the comments made in these "instructions," he strongly disagrees with the vendor's assumption that this is appropriate material for computer program instructions possibly bought without prior examination. The current reasonable expectations by most buyers are that a game will be well done, instructions will be to the point, and any message or moral will be subtle and allegorical.

In this reviewer's opinion, one should use tact and care when casting ones personal or group beliefs on an unsuspecting public. Also, it takes maturity and self discipline to avoid the privileged use (or abuse) of the reader's attention. It is not that these moral and humanistic ideas shouldn't be disseminated; it is rather that current software buyers may not be perfectly aware that they will simply be preached to about commonly held beliefs even after reading the advertisement. To lay these ideas on a software buyer who is not too sure what he is getting disguised as instructions, no matter the supposed value of the ideas, is not playing fair. The buyer should be aware that there is blatant editorializing associated with this program.

What's as bad is the mediocre quality of the games that come afterwards. They are not in the class of current Apple II programming. Further, for a company that espouses creativity, the games are rather monotonous. Further, the games are in vast contrast to the Edu-Ware, Inc. games that allow the user to come to his own conclusion after involvement in the environment of the game (Terrorist, Network, Prisoner etc.). The message

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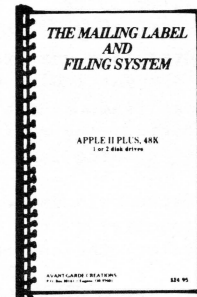
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in these Edu-ware programs occurs to the user BECAUSE of the events that occurred. (THAT'S intuitive.) And these games stand on their own. The Environment Life Dynamic has no such finesse. The "games" merely support and reiterate the philosophy of the "instructions."

PII

## ENCOUNTER

Author unknown  
Clone Software  
1446 Estes Street  
Lakewood CO 80215  
\$14.95 diskette  
Applesoft or Integer & Machine Lang  
48K, Disk II  
Unlocked

PR=B  
John Mitchener

Encounter, an Adult Comedy, is a lightly disguised parody of Interlude (Syntonic Software). Like Interlude, Encounter asks questions to assess your mood to determine an "appropriate" encounter. With Encounter the questions are selected randomly from 17 possibles.

Depending upon the answers to the questions, an encounter is selected. Any similarity to Interlude ends here. The encounters furnished with the disk are all contained on the disk, absolutely hilarious, and make marvelous party entertainment. Be forewarned as the encounters are mostly for adults who are not offended by sexually explicit language.

#### MODIFIABLE

Should you find that the encounters provided, called "lews" by the programmers, are not what you are seeking, just type ENTER in response to any question. The complete data base of "lews" and questions becomes available for addition of new "lews" or questions, editing of the existing data, or deletion of specific "lews" or questions.

Editing of "lews" requires use of standard Apple screen editing commands so the whole process is simplified if you have the Autostart ROM or an Apple II Plus. After changing the text of the encounter, the answers to each question that will cause the particular encounter to be selected must be specified. Each time an encounter is picked for editing, the entire process must be completed even if nothing is changed.

Encounters can be added by typing in the text and specifying the answers to the questions that will select the new encounter.

The open ended approach taken by this program virtually guarantees that you won't become tired of the encounters because all may be rewritten at your discretion.

#### PIZZA PROGRAM

If you find that you are more interested in pizza than sex, the people at Clone Software have thoughtfully provided a similar free program on the disk to help you select the kind of pizza you should order. All of the editing features are available for pizzas as for encounters.

#### EVALUATION

For the price of \$14.95, Encounter offers a lot of entertainment value. Some of the humor of the program is undoubtedly lost unless you have seen Interlude. With the modification features, the program should be useful for many parties to amaze and amuse your friends. The only requirement is that you modify the encounters and/or pizzas to avoid boredom with the limited number of canned responses.

PII

\*\*\*\*\*  
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## PROG. INT BASIC

by Scott Banks & James S. Coan  
Hayden Book Co.  
50 Essex Street  
Rochelle Park NJ 07622  
(201) 843-0550  
\$39.95 Diskette/ \$29.95 Tape  
32K Integer BASIC  
Unlocked

PR=B

Howard J. de St. Germain

#### INTRODUCTION

"Programming in Apple Integer BASIC: Self-Teaching Software" (STS) is a program designed to teach the beginner how to program in Integer BASIC. STS comes on both tape and diskette. An 8 1/2 x 11 vinyl covered folder is included along with two diskettes (or two cassettes). The instructions included in the folder are very brief. They consist of an explanation of how to load the cassette (or diskettes) and a general description of the "teaching method" used by STS. Also included is a brief lesson directory and listings of the various programs used by each lesson.

#### THE METHOD

Each lesson is divided into small sections. Each section is explained in a narrative. The student is prompted to press the space bar to continue each narration.

After the explanation of a particular topic is completed, a multiple choice question is given. If the student answers correctly, the lesson continues. Otherwise, the material for that topic is reviewed.

Whenever a question is asked, the student can answer with one of the suggested answers or he can answer with a "0" or "9". The "0" tells STS that the student did not understand this topic and would like a further explanation. This usually results in praise from STS for admitting to not knowing and STS then presents the current idea in a slightly different script. The "9" informs STS that an alternative path may be desired. STS goes into a "let's talk mode" and displays a menu from which the student can select the way he wishes to proceed. He may repeat the current section, review the table of contents for this lesson, select a new section, continue with the current section or simply quit.

#### TOPICS

Below are most of the topics covered by STS in its 12 lessons.

1. Look at your apple
2. Building a program
3. PRINT, RUN, LET and variables
4. +, -, \*, /
5. Immediate execution  
(don't be afraid!)
6. INPUT, GOTO, LOOPS, REM
7. IF ... THEN, FOR ... NEXT

# CRAE 2.0

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QUOTE (copy a range of lines from one part of your program to another.

A powerful RENUMBER that is 5 times faster than other renumpers. A single line MODIFY insert/delete mode. AUTO line numbering. Formatted memory DUMP to aid in debugging. APPEND ability.

A total of 15 commands in all

Crae need be loaded only once and changes your program in memory. 48K RAM, APPLE II or PLUS, APPLESOFT ROM, and disk.

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## MCAT 2.0

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CRAE on disk with 20 page manual

\$24.95

MCAT on disk with 10 page manual

\$19.95

CRAE and MCAT on one disk

\$39.95 with manuals

\*\*\*\*\*

## The TARTURIAN

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8. Arrays, Sorting (bubble)
9. ABS, RND, MOD, SGN
10. Logical operators, strings
11. LEN and ASC
12. GOSUB and RETURN
13. LORES color graphics

These topics are explained in a careful and methodical manner. A good deal of thought seems to have gone into the order and presentation of this material. The program tries to inject an air of humor (note: don't be afraid) whenever possible. If you sit too long without answering or pressing a key, STS will toggle the speaker and print "ARE YOU THERE?"

All topics are presented in the text mode except for lesson 10. This lesson is an introduction to Apple's LORES Graphics. Lesson 11 & 12 develop a program which prints the calendar for any month in this century.

#### TECHNIQUES

At the end of lesson 12 you are given the option of rerunning the lesson or of actually running the calendar program. If you elect the latter, STS removes itself from memory and leaves only the calendar program for you to play with; it's already executing. The student can then enter dates, stop the program, list it, or do whatever he pleases with it. Lesson 12 is the only lesson which uses this desirable technique. It would have been a plus if other lessons had employed this method thus encouraging the student to interact more with the computer. Multiple choice questions do not generate enough interaction.

#### HOMEWORK AND TEACHERS

Another idea which is missing from STS is that of homework or at least some interactive exercises for the student to try. Learning to program has to be a "doing" process. The student cannot really learn to program by just watching someone (or some computer) develop a program. A computer is capable of a high degree of interaction, if this is not utilized then you might just as well study from a text book.

Even though STS falls short on interaction, I do feel it is a step in the right direction. It will be especially useful if it can be used in conjunction with a live teacher. Had STS offered some exercises for the student to practice on and then presented the solutions, a good deal would have been added to an already fine start.

#### SUMMARY

Overall "Programming in Apple Integer BASIC: Self-Teaching Software" is a good effort. The course material is well thought out and presented in a clear and instructive manner. \$39.95 (\$29.95 tape) may seem a little high, but when one realizes that "computer aided instruction" on a main frame computer may cost hundreds of dollars per month, STS is not a bad buy.

PII

## FILEMASTER II

by David Mullich  
Rainbow Computing, Inc  
9719 Reseda Blvd  
Northridge CA 91324  
213 349 5560  
\$99.95 Diskette  
Applesoft ROM  
48K, 1 or 2 Disk II, Optional Printer  
Unlocked

PR=P  
John Mitchener

#### INTRODUCTION

Filemaster II is a set of Applesoft programs to establish and maintain information in a user defined database. The main programs are File Designer, for establishing the structure and record size of the DB; Search and Retrieval, for entering, retrieving, and maintaining information; and Sort Instructions, instructions for using Datacope Single Disk Sort with Filemaster II.

#### DB DESIGN

The Designer allows you to develop the overall DB structure by specifying the characteristics of individual fields. The program is menu driven and offers several options in field design. A separately initialized data disk is used to replace the program disk after the File Designer has been loaded. Field names may be up to 15 characters; field length may be from 1-255 characters. Up to 15 fields may be defined for any one DB. You must decide if you want an individual field displayed automatically or should it only be displayed upon request. This option is particularly useful if the application were for a mailing list and other superfluous (to the mailing list) information were also required. During field design is the time to establish the print layout such as which fields will be on the same line and their spacing.

Of major concern during the DB design is the definition of the type of field. This definition affects the ability to retrieve data later on and the overall usefulness of the system. As with any DB design, there are numerous design alternatives in any particular application with varying degrees of efficiency. Only the user can determine the most efficient structure (unless he can afford to hire a consultant). Filemaster documentation does offer some hints on design considerations. Within Filemaster II, four field types are available as follows: Standard Fields, List Fields, Numeric Fields, and Non-searchable Fields.

The Standard Search field must be of a specific length with a predefined beginning and end. Examples of data that could be used in a standard field include telephone numbers, dates, or combinations such as two letter state abbreviations and zip codes. Filemaster II allows subfields within a standard field.



A List Search field may be most useful when the length of the data is variable such as a last name or an item description. In the list search, the entire field is examined for specific strings separated by one or more spaces. The documentation indicates that this field type should be used sparingly as the search requires more time, particularly in large DB's.

The use of the numeric field in Filemaster II is unique among the DBMs we have reviewed to date. The specification of the numeric field allows for the use of computed fields except for the first field in a record. This is useful for implementing such applications as a payroll system. The computations to be performed are entered as the right hand side of an Applesoft equation such as,

$FNR(FD(7)+FD(8)*2)$

where FNR is a two decimal place rounding routine supplied with the program and FD(7) and FD(8) are fields 7 and 8 of the DB. Of course, fields 7 and 8 must be numeric. Any legal Applesoft formula may be used. Numeric fields are non-searchable.

The last field type is the non-searchable field. This type of field should be used for information which you would like to have appear but which would never be used as a search key.

#### SEARCH & RETRIEVAL

After loading the Search & Retrieval program from the Filemaster II disk, you will be prompted to put the newly formatted data disk into drive 1. A chance to password protect the disk is offered and a disk number must be assigned. The main menu for the Search & Retrieval program consists of nine options:

- 1 Add records
- 2 Retrieve records
- 3 Update records
- 4 List records
- 5 Delete records
- 6 File dump
- 7 Format new disk
- 8 Rewrite file
- 9 Stop

#### BUILDING THE DB

The first step is to add records to the DB with the "Add Records" command. The lower half of the screen shows the field name and the length as a series of dashes enclosed by brackets. Since the program is written in Applesoft, commas and semicolons cannot be used without a loss of data. This is a severe inconvenience, particularly for a mailing list program. Once the data has been entered into a field and a return entered, the data is displayed on the top portion of the screen. After all fields have been entered, the correctness of the data must be confirmed by typing a "y". The record is then saved to disk. The time required for the save on a six field mailing list DB was slightly under 10 seconds. This results in rather slow data entry but there is no possibility of forgetting to save added data as might occur without the autosave feature. The add record option continues until an ampersand is typed.

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#### CHECKING ENTRIES

Although the documentation indicates that the File Dump command can only be used with a printer, it is possible to list the complete file to either the screen or to a printer.

#### SEARCHING

Searching of the DB is used with four of the menu options: retrieve record, update record, list records, and delete record. The searching routines in Filemaster II offer a great deal of power and flexibility in retrieving information. After you have selected one of the options which uses the search, a numbered list of the fields is displayed. If you wish to look for a particular piece of data, merely select the field (it must have been defined as a list or standard field back in the design phase) and enter the data. More than one search field may be selected. When all selections have been made, entering 16 ends the selection process.

The next part of the search is basic to the power of the searching algorithm. If more than one field was selected, an AND search or an OR search may be chosen. In the AND search all conditions entered must exist before a record will be selected; an OR search requires only that one of the conditions be met.

The third segment of a search presents more options, specifically five. Disqualification criteria may be entered. This is used to exclude records that contain certain data. It is the opposite of the initial selection. The earlier selection criteria may be bypassed and only disqualification criteria may be used. Multiple fields may be entered and the same logic applies for more than one field, i.e., a NOR or NAND search may be specified.

Other options in this menu include retrieving deleted files, transferring selected files to a disk in drive 2, and selecting optional fields for printing.

At this point Filemaster II shows weakness in speed of the search. Since the file being searched by an Applesoft program is a text file, the speed of retrieval is much slower than other DBs of this nature that we have reviewed. The time required to retrieve the first record of our 54 record file, using a list search field was 29 seconds. Using a standard search field the time was approximately 25 seconds.

#### DELETING AND CHANGING RECORDS

The command "Delete Record" allows direct deletion of a record based on search criteria as described above. The update record command operates in a very useful and different fashion. Upon selecting a record to update using the search procedures, any changes may be made. When the changes are accepted by the user, the program marks the old record as deleted and saves the changed record as a new entry. The result is that it is possible to maintain a history of all actions pertaining to that record. This feature may be used to good advantage in keeping a payroll history or a history of personnel transactions. The deleted records are available on the disk until a conscious decision is made by the user to delete them.

#### PRINTING

The "List Records" command is used to output selected records to the printer or to the screen. An option to tally the number of records selected rather than displaying them is present. The formatting of the printout of an individual record is fixed with the exception of printing of optional fields and the spacing between records.

#### REWRITING THE FILE

Rewriting the file is a housekeeping and error correction procedure. It must be used to reconfigure the structure after a sort and may be used to purge deleted records from the disk. This routine is agonizingly slow. It required slightly over eight minutes to rewrite our sample DB of 54 records. On a very large file the time factor becomes significant.

#### SORTING

Filemaster II does not include a sorting capability within itself. There is a program giving instructions and file data to use Datacope Single Disk Sort which is very fast (see Peelings

II, V1N3, p10). After the sort is completed, the file must be rewritten to reestablish access pointers. For many applications the lack of a fast sorting routine is a severe shortfall.

#### DOCUMENTATION

The documentation and diskette are furnished in a standard three ring binder. Instructions and documentation consist of a 4 page quick reference guide and a 24 page instruction manual. Examples are provided which are very helpful but even more would be desirable.

#### EVALUATION

Filemaster II cannot be considered to be of professional quality for several reasons. The slowness intrinsically associated with Applesoft in this implementation is a severe drawback. The lack of a sort routine is a problem. The Datacope Sort recommended for use with Filemaster II is excellent but that is a separate program to buy on top of the \$99.95 price of Filemaster II just to perform one important function of database management.

Two disk drives are not fully supported. Files may be transferred to drive 2 but then the disk must be moved to drive 1 before use.

After leaving the design program there is no way to review how the various fields were defined. If one does not use the file often, it would be easy to forget what fields could be searched and which could not.

If these deficiencies would present no problem in your application, the ability to do AND, OR, NAND, and NOR searches makes the program desirable. The availability of computed fields based on user supplied formulae and the facility for the maintenance of history on the disk is a big plus. Be aware, however, that due to the inherent slowness of Applesoft programs for applications of this type, the time required to accomplish a particular job may be in excess of the time you have available.

PII

## DOGFIGHT

by Bill Basham  
Micro Lab  
811 Stonegate  
Highland Park IL 60035  
312 433 7877  
\$29.95 diskette  
Machine Language (?)  
32K  
Locked

PR=C  
John Martellaro

#### BRAKE RELEASE

DOGFIGHT describes itself glowingly: "DOGFIGHT will capture your imagination. You are the pilot of a jet going into combat."

This statement will evoke very different mental images in different aged people and immediately raises the question (not before raised): "What is a child's game and what is an adult game?" DOGFIGHT must be described as a child's game. And for reasons mentioned later, it isn't so terrific a child's game.

#### LIFT OFF

The play of the game is strictly two-dimensional. HIRES planes go around in circles with infinite ammunition. You have the option of using standard paddles or joysticks and the option of two players or one against the computer (or everyone for himself). One axis of the control is the speed, and the other is the turning right or left. The more enemy planes (or helicopters) you shoot down without being shot yourself, the higher the score. The animation has white jets against black.

#### ENCOUNTER

One of the features that makes this a child's game is the simplicity of the action. Point and shoot, point and shoot. The only objective is to feverishly shoot down plane after plane in the sense but not the style of Super Invader.

Another feature that removes the program from the adult world is the (lack of) sophistication of the concept. There is little in the program that resembles real Air-to-Air combat. The jets are confined to a two dimensional plane, there are no fuel, g-load or ammunition constraints, and the kinetics of the motion of the planes are severely restricted. Combine that with a tedious and unsatisfying feedback on the controls (the easy road of replacing difficulty of mastery with difficulty of execution), and you have a game fit for children of inexhaustible patience who demand little sophistication.

A most disturbing feature of the game is the following: after you shoot down the enemy, a pilot and parachute drift down the screen. You are presented with the goal of shooting this parachuting pilot or he turns back into an airplane resulting in fewer points. A friend who is an Air Force Instructor pilot confirms that this is against the articles of war and a definite "no-no" amongst all fighter pilots. Some may consider this game feature harmless; for those who do not, be forewarned.

The promotional logo and art work show an F-102 and an F-106. While the F-106 can hold its own above 30,000 ft with, say, an F-4 (because of the large delta wing), it certainly is not an air superiority aircraft. As for the underpowered and obsolete F-102, air combat in one would be suicide. Just one more prick in the balloon of any supposed sophistication on the part of the vendor. Why not show an F-16 or F-15?

#### APPROACH

There are several note-worthy things about the program: 1) many different options for paddle,



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keyboard, and joystick use, 2) options for attract mode, or one or two player game, 3) the use of a number trailing the aircraft for identification, and 4) an amusing helicopter animation. No doubt these features will give children much entertainment. If fact, a friend at the local Apple dealer described just such a situation with a group of children given the program.

#### TOUCHDOWN

The graphics are not spectacularly done or current Apple II programming technology. There is nothing overwhelming about the program. There is little color, standard sound, lots of innane shoot-em-up, and un-aesthetic control feedback. Finally, the performance to price ratio of DOGFIGHT must be considered low compared to other similar software.

. PII

\*\*\*\*\*

APPLE OWNERS HAVE PEELINGS II

\*\*\*\*\*



## HIRES FOOTBALL

by Ken Williams and Jay Sullivan  
On-Line Systems  
36575 Mudge Ranch Road  
Coarsegold CA 93614  
209 683 6858  
Usually sold only thru dealers  
\$39.95 diskette  
48K, Disk II  
Machine Language  
Locked

PR=B+  
John Martellaro

### INTRODUCTION

This game is in stark contrast to SSI's Computer Quarterback. Instead of a strategy game in a simulated environment, HIRES Football is an arcade type tactics game. There are 7 X's and O's that run around on the HIRES screen. Six on each side are under computer control dictated by the choice of play and the seventh (typically QB or receiver on offense and safety on defense) are controlled by the paddles. The author mentioned that he tried having animated men moving around, but that didn't work out for technical reasons. The green playing field with yard stripes and yard markers is very well done. All in all, it is the best animated 'little-men' football game brought to the attention of Peelings II.

### DETAILS

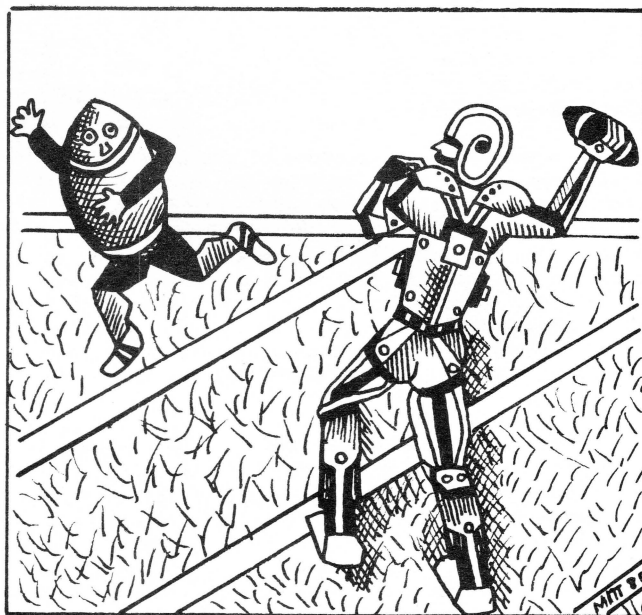
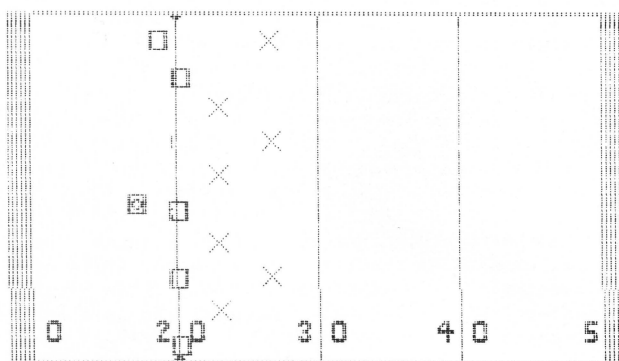
You have the option of playing a two player game or against the computer. There was no attempt to simulate the course of a real football game. There are no kick-offs, time outs, penalties, fumbles or what-not. The entire programming effort has gone into the animation, tactics, and the scoreboard with a real-time clock. There are no statistics generated and the only affiliation type of option is the naming of your team (8 characters).

Despite the fact that the animation is very good indeed, a product of one of the crack machine language and graphics programmers for the Apple II, there are a few problems. 1) The offense has to wait until the defense is ready. This allows the defense to stall until the 30 second clock expires. When it does, there is no penalty against the offense, the clock just stops. 2) The paddle control of the players is extremely difficult and frustrating. 3) Passes are completed based on the skill of the defender getting to the ball, otherwise they are always complete. 4) The defender can end up off the screen that the ball carrier is on (only 40 yds of the field are shown at a time) leading to confusion for beginners. (Especially considering the difficulty of using the paddle.) 5) The teams are equally capable; it is a game of visual feed-back skill like most arcade games, and really is a different game than "football." 6) Because of 5) there is a very limited number of plays (11 offensive and 9 defensive). They are geared to the environment of the game and not so much to normal football plays.

### CONCLUSION

The programming and graphics concepts used in this program are very sophisticated, perhaps the limit of the Apple II. The graphics and arcade quality of the game are excellent. No doubt, many will have many enjoyable hours scooting their little X's and O's around and zapping their opponent. However, the game suffers a certain lack of realism because of the programming compromises. Years from now, when we have our video-discs coupled to 16/32 bit super-micros, we'll look back and laugh at the limitations of the Apple II. In the mean-time, this is probably the best you'll see on your Apple II. Nevertheless, this reviewer holds out hope....

### PII





## COMPUTER QB

by Dan Buntan  
Strategic Simulations  
450 San Antonio Rd Suite 62  
Palo Alto CA 94306

\$39.95 diskette  
Applesoft  
48K, Disk II  
Locked

PR=B+  
John Martellaro

### KICK OFF

Computer Quarterback bears a remarkable resemblance to Tuesday Night Football (TNF:PII, VINI). It is SSI's usual combination of simulation plus strategy. The program is not an animated game with little men running around on the HIRES screen, instead, it shows a playing field and scoreboard on the text screen. The current position of the ball and the first down only are marked and the ball is an asterisk on the field. On the right of the screen, there are running comments regarding the play in progress and the scoreboard.

### REFINEMENTS

There are some refinements that CQ has that TNF does not have. Most important of these is the option for two humans to play against each other. The play selection is broader and rather realistic. In a pre-game mode, the opponents have the ability to tailor their team by allocating their money to positions they consider important. Giving one opponent more money allows for a handicap. The opponents have the option to disguise their plays by reassigning the play number displayed on the screen. Then a list of these plays can be printed out. In general, CQ is more refined and detailed in its simulation of the pro-football game. Examples: there is the opportunity for an on-side kick, and the defense can be told to "key" on the offense. There are 36 offensive plays and 24 defensive plays.

Like TNF, you have the option of playing the computer (semi-pro version) with a reduced play set. And, like TNF, there are halftime and end game statistics. An official's timeout may be called (by prior agreement) by hitting the space-bar. One thing that is missed from TNF is the ability to enter a roster. That allows things like: "Fifteen yard penalty against 'Charlie Waters' for pulling the facemask."

Since the computer takes care of the probabilities, play execution, penalties, and so on, the "coaches" are free to concentrate on strategy. If you are the Tom Landry type who wants to out-think his opponent within the confines of a football simulation, then this program will do the job.



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## COMPLAINTS

There are a few minor problems with this program. Part of it appears to be in Applesoft and things happen slowly sometimes. Observations: The program is slow to respond to the keyboard both in calling a time out and in executing the play. As per the rules, you have 30 seconds to call a play. Those who are ready at 29 sec however still have to wait for a few seconds to tick off. Punching the button at 1 or 2 sec left could cause a delay penalty. Next, the clock is not real-time. If the clock were not stopped previously, it runs while you are in the huddle. But during the play it is frozen and catches up afterwards. There is no problem writing time-sharing routines that run a real-time clock (Edu-ware and On-Line do it). Also, when the text screen is updated, it is cleared and written to in sequence instead of a dynamic update of static positions. This is un-nerving. Finally, it appears impossible to define a new team's profile without also changing the play codes. The point here is that one will probably seldom want to change the play codes, otherwise he'd need a list for each team. But he might want to make small changes to his team's profile, i.e., buy a better quarterback etc.

## DOCUMENTATION

As usual, the documentation is professionally done, clear, well-proofed, and thorough. There are two sets of play cards with the plays diagrammed and named for both the pro and semi-pro version.

## OVER-TIME

There was apparently a lot of work done on this game to provide realism of the simulation. However, there is a lot that could be done to improve the flexibility of use and aesthetics. (However, this is one of the easiest SSI games to get started on.) There has to be something better than a black and white text screen with an asterisk for the ball. At \$39.95, the price is not outrageous, but at the \$59.95 level it certainly would be. It is better than TNF, but still not good enough.

## PII

## COMMENTS ON THE TWO FOOTBALL PROGRAMS

Programmers tend to do what they do best. SSI is big on stochastic simulation models, probability curves, and modelling. On-Line is big on machine language animation. Perhaps one of these days when micro software becomes a really big business, programs will be designed first, then the talent sought to implement it.

Perhaps it would not be impossible for a merging of these two programs within the environment of the the Apple II with 64K. We would then have something that would appeal to the football purists and worthy as well of putting on a wide-screen TV.

## PII

## ABM

author unk  
Muse Software  
330 N Charles St  
Baltimore MD 21201  
301 659 7212  
Applesoft & Machine Language  
32K, Applesoft ROM, DOS 3.2  
non-muffinable  
Locked

PR=A+  
John Martellaro

## MINI REVIEW: A TASTE OF ARMAGEDDON

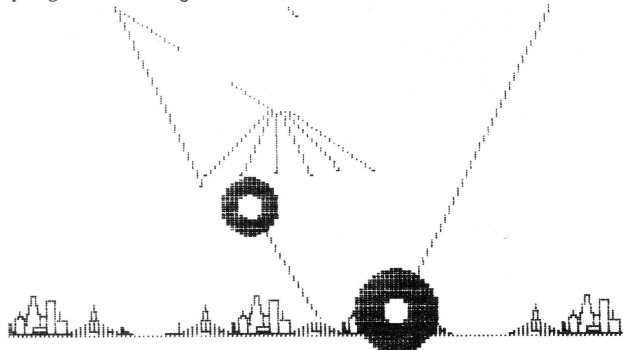
ABM is based on the popular arcade game. At the bottom of the screen is the outline of cities: New York, Philadelphia, Boston, D.C., and Richmond. ICBM warheads rain down and you have five ABM launchers to intercept these warheads.

The game can be played with paddles, but a joystick is really preferred to control the "flying cursor." When one of the buttons is pressed, an ABM shoots up to explode at the cursor position in a nuclear fireball. If the incoming missile is enveloped by the fireball it is destroyed. The trick is to lead the incoming trail, shoot, and move the cursor to the next ICBM.

One wrinkle is MIRV's which can separate and turn into multiple warheads. When this happens, you have your hands full. An interesting aspect is that you gain points by the number of ICBM's destroyed and the ratio of ABM's used to ICBM's. There are times when you can be clever and get two converging warheads with one fireball. This causes one to often wait a moment. Waiting however can be fatal if the MIRV breaks up in the meantime.

The visual feedback aesthetics are very good. One can get very frantic trying to outdo his previous score. The HIRES graphics of the fireballs are superb programming as are the accompanying sound effects. Apparent good real-time programming allows ICBM's, ABM's, and multiple fireballs to co-exist on the screen with sound effects. In fact, creating multiple fireballs is one way to deal with exploded MIRV's.

One thing that is new is a "sysgen" for your joystick. In the event that the sense of your joystick is wrong for the way you hold it, the program can adjust to that. Nice.



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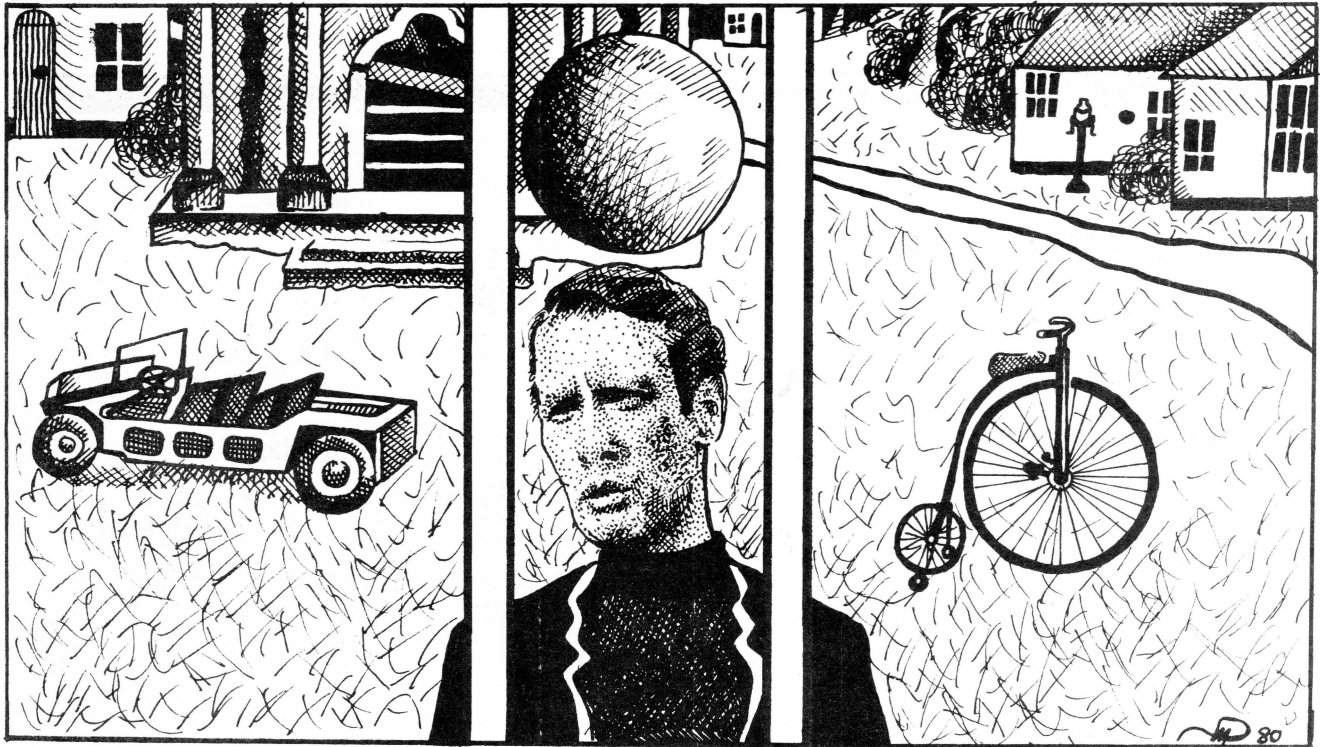
(Version 3.2 is still available for \$35.00; if purchased at the same time as the version 4.0 upgrade kit, the combined price is only \$55.00)

## S-C SOFTWARE

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While this game is well done and fun to play because of its excellent man-machine interaction, it does depart from the normal allegorical destruction of non-humans. If you don't mind seeing fireballs obliterate New York with the attendant implications regarding the mis-use of computers and symbolic human annihilation at their hands, then you can have a lot of fun. Perhaps one of the cities should have its name changed to Vendikar.

PII

## THE PRISONER

by David Mullich  
Edu-Ware, Inc  
22222 Sherman Way, Suite 102  
Canoga Park CA 91303  
213 346 6783  
\$29.95 diskette  
48K  
Applesoft  
Locked \*

PR=A+  
John Martellaro

### IN THE BEGINNING

There are a few of us who went ecstatic over the intellectual exploits of John Drake in the British TV program "Secret Agent" circa 1965-67. Then we went bananas when during the summer of 1968 a surrealistic, superb, even more demanding and enthralling show appeared in one meteoric 17 episode session: "The Prisoner." Many who were lucky enough to see this series originally or

during PBS reruns are under the impression that this show is the greatest TV show ever to be seen, on the planet.

For those not familiar with the mini-series, some background is in order.

There was a time when TV shows challenged the mind; you actually had to think to follow what was happening. Occasionally, a few American TV shows did this -- often with some degree of success. But the British were better. John Drake never carried a gun, but he foiled the enemy by reason and courage. If you didn't reason with him in the show, you often weren't sure why he succeeded. That takes writing. And an audience still in possession of its faculties.

There was also a time when we worried about being turned into automats and numbers. The true individualist was admired instead of labelled. The Prisoner was about a man who was fiercely independent. He had a strong sense of right and wrong even though he was a spy. (A convincing case can be made for that possibility....) Then someone crossed him and he quit. But you can't just quit the British Secret Service. On the street, you are dangerous. The OTHER SIDE might grab you, divest you of all your little secrets. You are kidnapped and sent to "The Village" on an island where a bizarre series of incidents involving brain-washing, trickery, deception, and all manner of insidious techniques are used in an attempt to break you. If you can survive, if you can maintain your identity, they



might decide you are safe. THEY want to know why you resigned. They want to check you out. Week after week of cat and mouse. Your goal is to maintain your sanity and escape.

#### THE PLAY

The prisoner is a pretty good attempt to recreate the atmosphere of "The Village." HIRES and (mostly black & white) LORES graphics are used to depict 20 some buildings full of bizarre tricks, subtle psychological maneuvers, subliminal hints, eye blinding visuals, frustration, abuse. The computer is your enemy. You must figure out for yourself what the rules are. The keyboard is a constant puzzle and often the rules are different. Can you take the noise? Dare you risk giving in to obtain some benefit that might help you escape? Can you keep from revealing your resignation code?

Every decision is graded according to your individualism. If you accumulate enough points, you can get some good hints.

The player is represented as a "#" symbol moving between buildings-- which are unfortunately, simple LORES rectangles. Once inside a building (Hospital, bookstand, library, bank, etc.) you are faced with better graphics, puzzles and/or psychological onslaughts. One of the buildings (perhaps?) is the key to escape. I have a question mark because I have not escaped after many hours of "play." Work would be a better term. Be prepared to spend some time with this. (CTRL-C will save your current status.)

I have become mildly rich by going into the bank and depositing negative money. Aha! Beat the system. Sorry for you though. This loophole has been fixed in versions 1.6 and later. I have also escaped The Village (but not the island) by getting into the woods. No avail. The train station doesn't get you off the island. This program will keep your attention. It is an adult game. It is a challenge that has a meaning. Unlike Adventure games where the goal is artificial, The Prisoner really makes you feel your Wheaties. There is that residual element of reality (like Windfall, Terrorist) that makes Edu-Ware stuff so good.

#### TERMINATION

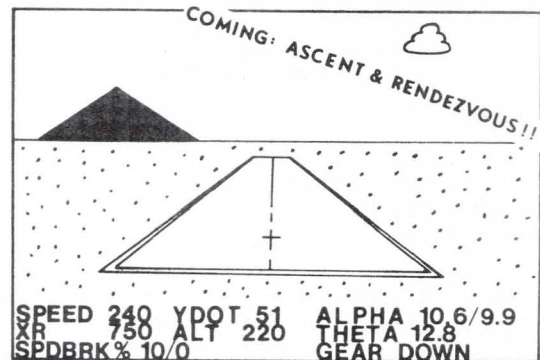
If Edu-Ware had been able to combine the HIRES color picture approach that Ken Williams uses in the On-Line System's HIRES Adventures, the Prisoner would have been a candidate for the Apple II program of the year. Unfortunately because of the lack of good color graphics and some minor bugs, The Prisoner has to get a lower overall rating. But for concept, implementation, maturity, and professionalism, the Prisoner is excellent.

END

\* The protection mechanism has been recently and perhaps only temporarily removed.

PII

## SPACE SHUTTLE LANDING SIMULATOR



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\*no roll

## GALAXIAN

by Tony Suzuki  
Broderbund Software  
Box 3266  
Eugene OR 97403  
503 343 9024  
\$24.95 diskette  
Machine Language  
48K, DOS 3.3/3.2.1 (Side 1/2)  
Locked

PR=AA  
John Martellaro

#### MINI REVIEW

This program is one of the recent HIRES color graphics games written in machine language with excellent sound and animation. It is an extension of Super Invader (PII VIN1) and Star Cruiser in that your goal is to shoot a swarm of alien creatures. However, this time there is a moving starry background, and the creatures break formation to make strafing passes at your launcher.

The quality of the animation, the color, the sounds (a steady, increasing heart-throb with each launcher loss) and the visual and aesthetic feedback are excellent. There are no annoying or un-nerving sounds. There is sufficient challenge to keep your interest and yet not frustrate you.

There is no documentation and none is needed. There is an "attract", or demo mode, and it can be played with just the paddle zero.

All in all, this is the finest HIRES graphics game this reviewer has seen to date.

PII

## CYBER STRIKE

by Nasir Gebelli  
California Pacific Computer (dist.)  
7700 Edgewater, Suite 747  
Oakland CA 94621

-  
Sirius Software (source)  
1537 Howe Ave #106  
Sacramento CA 95825

-  
Machine Language (?)  
16K, boots 13 or 16 sector DOS  
\$29.95 diskette  
Locked

PR=B+  
John Martellaro

### MINI REVIEW

Cyber Strike is a shoot-em-up game involving the shooting of groups of 5 enemy star fighters at a time. After refueling at a friendly star base, another mission is required. If you can knock off each of the three groups, you have fulfilled your mission.

This is a program of strong plusses and minuses. The plusses are excellent graphics and amusing documentation. The minuses are annoying sound effects and a limited game scenario.

At first one is overwhelmed by the color HIRES graphics. The enemy fighters move towards your forward view maneuvering as they go. Unfortunately, you must actually fire before they appear. The sound effects of the hits, or misses, are terrific. The graphics of the home base as it opens at the equator are also impressive at first, yet somehow wane in time. And the jump to hyperspace mimicing the visual effect of Han Solo's Milenium Falcon is also impressive at first, yet is an empty and repetitive type of thing.

It is almost as if the game was designed to be attractive only in the store. When you get home and look at the game in more detail, it then pales somewhat failing to keep your lasting interest. One might spend more time showing it than playing it for several reasons.

Firstly, every time you fail your mission, there is an annoying and frustrating ticking count-down. Secondly, the possible scenarios are very limited requiring a great deal of effort to master a limited objective. Also, the game is closed in its objective. Instead of measuring increasing skill (with record high score) the

objective is fixed. It does not appear to be a game of lasting interest.

Because of the creativity of the documentation and technological quality of the graphics, this program rates well. However, the frustration factor and lack of lasting interest value cause a low rating compared to other similar programs.

PII



## WIZARD & PRINCESS

by Ken and Roberta Williams  
On-Line Systems  
36575 Mudge Ranch Road  
Coarsegold, CA 93614  
209-683-6858  
\$32.95 diskette  
Machine Language  
48k required  
Locked

PR=A  
Howard J. de St. Germain

### PROGRAM

"THE WIZARD AND THE PRINCESS" (WP) is the second adventure game from On-Line systems -- the first was "MYSTERY HOUSE" (see PEELINGS II VIN2). This adventure starts out in a small village in the land of Serenia which is located in the middle of a large desert. The object of the game is to rescue Princess Priscilla who "has been abducted by the great and dreadful wizard, Harlin." You must "cross deserts, oceans, mountains, travel to an island and encounter many strange beasts. You will be forced to learn magic, navigate at sea and dig for treasure." You move from place to place by instructing the program via one or two word commands such as "climb tree, cross bridge, up, down, south, west" etc. Usually abbreviations can be used, for example "u" for "up", "e" for "east", etc. As you move from place to place, a new HIRES color picture is displayed on your screen.

### GETTING STARTED and HINTS

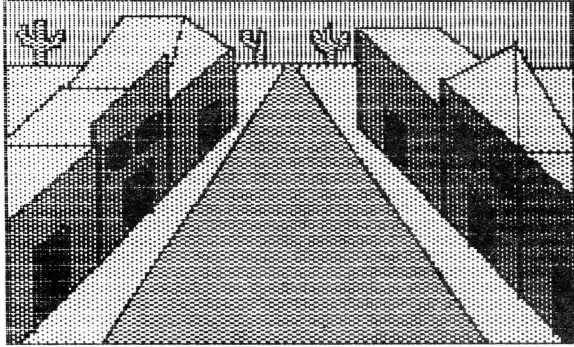
It is not very easy to make progress in "WP" at first. You may wander around in the desert trying to get past that annoying (and sometimes deadly) snake. However, with a few hints from your local Apple dealer or from the "WP" people themselves, progress can be made (witness some pictures included in this issue.) I would personally appreciate hearing from anyone who has succeeded on their own to get past the snake.

## DOCUMENTATION

A four page pamphlet is provided with "WP" explaining the fundamentals of the game. The pamphlet is of high quality and explains all you need to know about playing "WP."

## SAVING/RESTORING AND QUITTING

Because "WP" uses non-standard Apple DOS, saving your game can be dangerous to the health of



the diskette you are saving the game to. You are told, in the documentation, that you should use a "completely unneeded disk" for this operation. My feeling is that this warning should have been in BOLD faced letters as well as issued each time you are told to insert your "save diskette."

If you try to restore a non-existent game, your disk drive may go "berserk." One must be very careful in this area.

The only exit from "WP" on an Apple II Plus is by turning off the computer.

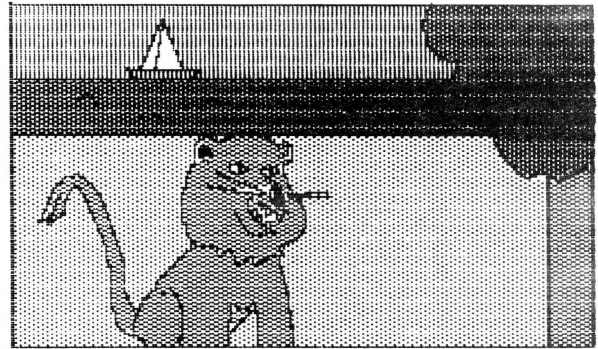
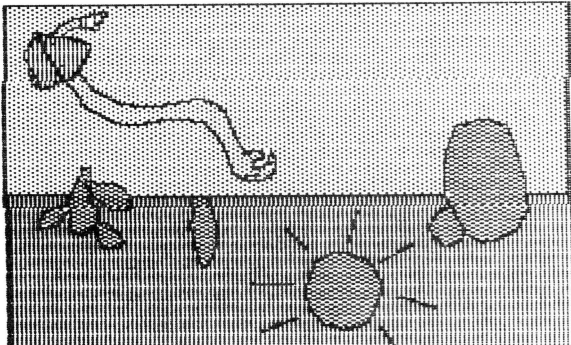
## HIRES PICTURES

In order to "fit hundreds" of HIRES pictures on a single diskette "WP" actually draws each picture from a set of "instructions" stored on the diskette. Thus each time you go to another place "WP" accesses the disk. The total time to put up a HIRES color picture is about 5 to 10 seconds. The game is therefore highly I/O bound.

## CONCLUSION

"WP" is a quality game with good HIRES color graphics. If you like the type of adventure game in which you must solve one challenge after another, then you will really enjoy the "Wizard and the Princess."

PII



## HYPER HEAD-ON

Author: unknown  
 Broderbund Software  
 Box 3266  
 Eugene OR 97403  
 503 343-9024  
 \$24.95 diskette  
 Machine Language  
 32K required  
 Locked

PR=B+  
 Howard J. de St. Germain

## OBJECT OF GAME

"HYPER HEAD-ON" (HH) is a HIRES, single player game in which you circle a rectangular track (see picture) with your car trying to eliminate the dots in your path. You must also avoid the on coming car(s). The HIRES graphics are of good quality, and the sound effects include a clicking sound each time you eliminate a dot and a shrill "collision sound" when you crash. You can play as many times as you wish and the computer keeps track of your current score as well as the highest score for that session.

## CONTROLLING YOUR RACE CAR

At the beginning of each game you must select the following things:

1. Control of your car from the keyboard or paddle (K/P)
2. Color of your car (1-4)
3. Color of computer car (1-4)
4. Level of difficulty (1-4)

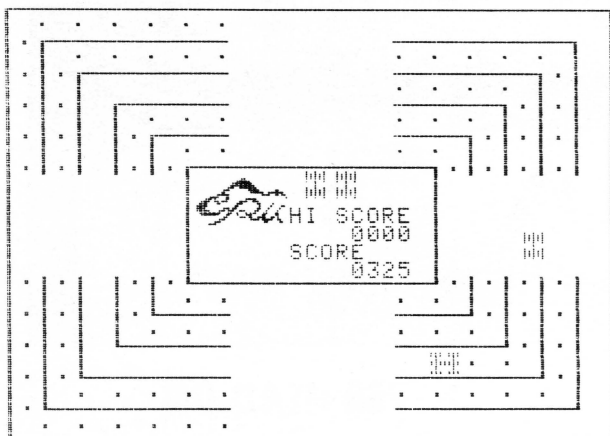
These are desirable variables, but since each turn may (especially for inexperienced players) last only a few minutes, it would have been nice if a default selection could have been made. As it is, these four things must be selected over and over again.

\*\*\*\*\*

Let your Peelings show.

\*\*\*\*\*





If you select the keyboard for control of your car, four keys (the "Y", "G", "J", and SPACE BAR) are used to force your car into a new lane when it reaches the open sections of the track. You always control the speed of your car by holding the button down on one of the paddles. This arrangement is somewhat difficult for the beginner.

Selecting the paddle to control the car is not much better. By turning the knob in different directions you select different paths. It is rather difficult to know what state the paddle is in at any given time, and hence which way your car is going to go.

#### GRAPHICS AND MOTION

Even though it is somewhat awkward to control your car, the HIRES graphics is well done. The track is in blue and you can select a car in one of four colors. The cars move in a smooth, even motion. When a collision occurs, a "lightning" type explosion is displayed with appropriate sound effects.

#### INSTRUCTIONS

No documentation comes with "HH." Brief directions are displayed on the screen at the beginning of each game. These instructions are not complete, but with some trial and error you may soon become good at controlling your car. In fact you may become so adept at this game that "HH" will be forced to put up more than one car at a time to stop you.

#### CONCLUSION

If you like racing type games, and don't mind paying \$24.95 for one, you will probably find "HYPER HEAD-ON" fun to play.

PII

## THE AUTHORS

Edward Burlbaw (EAB) is presently a Ph.D. candidate in physics at New Mexico State University specializing in applied physics. His background is in physics electronics and mathematics. He has a B.S. in physics, an M.S. in mathematics, and an M.S. in physics.

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## SOFTWARE INDEX

The Peelings II software review index is a published list of the programs reviewed to date. All previous categories have been dropped. The listings are in alphabetical order by program (page 38) and by issue (page 40).

Some readers have been under the false impression that we sell these programs -- we do not. Further, some software vendors like to deal primarily through dealers, so you should not send money to the address listed in the review without checking with your dealer first.

We publish this list for historical purposes only. The readers are entitled to see what we have done and where to find a review. The program ratings should not be looked at as the sole descriptor of the software, and Peelings II does NOT give permission to anyone to copy or distribute this list separately. (See notice in the masthead.)

PII



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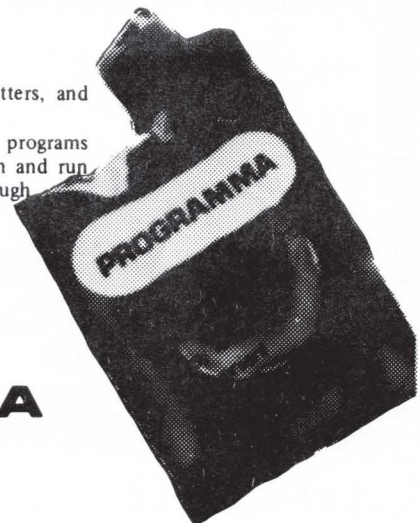
margins, headers, footers, even form letters, and includes a proofing capability.

These high-quality, cost-effective programs come with comprehensive documentation and run on a 32K Apple II. They are available through your local computer store or direct from Programma International, Inc. at the price of \$129.95.

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AA	VIN3	A2-FS1 FLIGHT SIM/DISK	SUBLOGIC
A+	V2N1	ABM	MUSE SOFTWARE
A	V2N1	ACTION SOUNDS & HIRES SCROLLI	AVANT-GARDE CREATIONS
B+	VIN3	ACTIVE FILTER DESIGN	HAYDEN BOOK CO
A	VIN1	ACTS MODEM PRGM	N.E. OHIO BULTN BOARD SYS.
A	VIN1	ALIEN INVASION	PROGRAMMA
A	VIN1	APPLE 21	SOFTAPE
A	VIN1	APPLE BOWL	APPLE COMPUTER, INC
AA	VIN1	APPLE INVADER	PROGRAMMA
AA	VIN4	APPLE PIE	PROGRAMMA
A-	V2N1	APPLE PLOT	APPLE COMPUTER CO
B	VIN4	APPLE WRITER	APPLE COMPUTER, INC
A	VIN1	AVS COM-PAK	APPLE VALLEY SOFTWARE
B	VIN1	B.I.T.S.	PERIPHERALS UNLTD
AA	VIN1	BASEBALL	PROGRAMMA
B+	VIN2	BAZOOKA	PROGRAMMA
AA	VIN1	BILL BUDGE'S TRILOGY	CALIFORNIA PACIFIC
A-	VIN3	BOXING	PROGRAMMA
AA	VIN2	BUDGE'S SPACE ALBUM	CALIFORNIA PACIFIC
C	VIN2	C&H TEXTPAGE	C&H MICRO
A	VIN2	CHESS CONNECTION	TELEPHONE SOFTWARE CONN.
AA	VIN2	CO-RESIDENT APPLESOFT EDITOR	HIGHLANDS COMP SERVICES
A	VIN3	COMPUTER BISMARCK	STRATEGIC SIMULATIONS
B+	V2N1	COMPUTER QUARTERBACK	STRATEGIC SIMULATIONS
A	VIN3	CONDITIONING LIFE DYNAMIC	AVANT-GARDE CREATIONS
A-	VIN4	CORRESPONDENT	S.W. DATA SYSTEMS
A	VIN2	CREATIVITY LIFE DYNAMIC	AVANT-GARDE CREATIONS
A	VIN4	CRYSTAL CAT	JDEL ECTRICWARE, INC
B+	V2N1	CYBER STRIKE	CALIFORNIA PACIFIC COMP.
A	VIN2	DARTROOM	PROGRAMMA
P	VIN3	DATA BASE II	PROGRAMMA
A	VIN1	DATA CAPTURE 3.0	SOUTHEASTERN SOFTWARE
P	VIN3	DATA MANAGER	HAYDEN BOOK CO
A+	VIN4	DATACOPE SCRIBE	DATACOPE
C	VIN3	DISK UTILITIES 2.1	ON-GOING IDEAS
C	V2N1	DOGFIGHT	MICRO LAB
A	VIN3	DOUBLE PRECISION FP PACKAGE	S-C SOFTWARE
B+	VIN3	DUNGEON CAMPAIGN	SYNERGISTIC SOFTWARE
A	VIN4	EASYWRITER	INFORMATION UNLTD SOFTWARE
B	V2N1	ENCOUNTER	CLONE SOFTWARE
C	VIN2	ENGINEERING MATHEMATICS I	HAYDEN BOOK CO
B	V2N1	ENVIRONMENT LIFE DYNAMIC	AVANT-GARDE CREATIONS
P	V2N1	FILEMASTER II	RAINBOW COMPUTING
C-	VIN1	FLIGHT SIMULATOR	DYNACOMP, INC
AA	VIN1	FORTE	SOFTAPE
A	VIN4	FRENCH HANGMAN, THE	GEORGE EARL
AA	V2N1	GALAXIAN	BRODERBUND SOFTWARE
C+	VIN2	GENERAL MATHEMATICS	HAYDEN BOOK CO
A	VIN4	HANDWRITING ANALYSIS	MICRO LIPPS
B+	V2N1	HIRES FOOTBALL	ON-LINE SYSTEMS
A	VIN2	HIRES MYSTERY HOUSE	ON-LINE SYSTEMS

AA	VIN1	HIRES TEXT GENERATOR	A.P.P.L.E.
B+	V2N1	HYPER HEAD-ON	BRODERBUND SOFTWARE
A-	V2N1	HYPERSORT	JEW & KILK
P	VIN4	INDEX FILE	PROGRAMMA
B	VIN2	INTERLUDE	SYNTONIC SOFTWARE CORP
A	VIN1	KEYBOARD EXPANDOR	C&H MICRO
D	VIN1	KORSMEYER ELEC DESIGN	KORSMEYER ELECTRONICS
A+	VIN2	LEM LANDER	BARRY COX
B+	VIN2	MACRO ASSEMBLER	EASTERN HOUSE SOFTWARE
A	V2N1	MACRO-SCED	COMPUTER STATION
A+	VIN4	MAGIC WINDOW	ARTSCI, INC
C	VIN1	MATHEMATICIAN, THE	SPECTRUM SOFTWARE
B	VIN4	MICROTYPING	HAYDEN BOOK CO
P	VIN3	MODIFIABLE DATA BASE	SYNERGISTIC SOFTWARE
B+	VIN4	NAPOLEONIC	STRATEGIC SIMULATIONS
A+	VIN3	ODYSSEY	SYNERGISTIC SOFTWARE
P	VIN3	ON-LINE DATA BASE	BLUE LAKES SOFTWARE
P	VIN3	PADDLE GRAPHICS	ON-LINE SYSTEMS
P	VIN4	PFS	SOFTWARE PUBLISHING CORP
P	VIN3	PILOT	COOK'S COMPUTER CO
A+	V2N1	PRISONER, THE (VER 1.3)	EDU-WARE, INC
A+	V2N1	PRISONER, THE (VER 1.6)	EDU-WARE, INC
B	V2N1	PROG IN APPLE INT BASIC	HAYDEN BOOK CO
A-	VIN4	PROGRAM LINE EDITOR	SYNERGISTIC SOFTWARE
A-	V2N1	PROGRAMMING AIDS 3.3	DAKIN5 CORP
C+	VIN4	PSEUDODISK	HAYDEN BOOK CO
A	VIN1	RACER	SOFTAPE
A-	V2N1	ROGER'S EASEL	S.W. DATA SYSTEMS
AA	VIN2	S-C ASSEMBLER II VER 3.2	S-C SOFTWARE
AA	VIN3	S-C ASSEMBLER II VER 4.0	S-C SOFTWARE
A-	V2N1	SCIENTIFIC PLOTTER	INTERACTIVE MICROWARE
A+	VIN3	SINGLE DISK SORT	DATACOPE
C	VIN1	SONGS IN THE KEY OF APPLE	HAYDEN BOOK CO
A-	VIN3	SPACE	EDU-WARE, INC
A-	VIN3	SPACE II	EDU-WARE, INC
A	VIN4	SPANISH HANGMAN, THE	GEORGE EARL
AA	VIN1	SUPER INVADER	ASTAR INTERNATIONAL
A	V2N1	SUPER SOUND	RAINBOW COMPUTING
B	VIN4	SUPER-TEXT VER 2.0	MUSE SOFTWARE
A	VIN2	TELE-CHESS	APPLE VALLEY SOFTWARE
A	VIN2	TERRORIST	EDU-WARE, INC
A+	VIN3	TEXTFILE COPY	DATACOPE
A-	VIN3	TINY PASCAL	PROGRAMMA
A	VIN2	TRACK & SECTOR LIST	SOFTAGON
B	VIN1	TUESDAY NIGHT FOOTBALL	SHOESTRING SOFTWARE
A-	VIN2	TYPING	COOK'S COMPUTER CO
C+	V2N1	VOICE, THE	MUSE SOFTWARE
A	VIN2	WHAT'S THAT SONG	JDEL ECTRICWARE INC
A-	VIN3	WILDERNESS CAMPAIGN	SYNERGISTIC SOFTWARE
A	VIN2	WINDFALL	EDU-WARE, INC
A	V2N1	WIZARD AND THE PRINCESS	ON-LINE SYSTEMS



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A	VIN1	APPLE BOWL	APPLE COMPUTER, INC
AA	VIN1	APPLE INVADER	PROGRAMMA
A	VIN1	AVS COM-PAK	APPLE VALLEY SOFTWARE
B	VIN1	B.I.T.S.	PERIPHERALS UNLTD
AA	VIN1	BASEBALL	PROGRAMMA
AA	VIN1	BILL BUDGE'S TRILOGY	CALIFORNIA PACIFIC
A	VIN1	DATA CAPTURE 3.0	SOUTHEASTERN SOFTWARE
C-	VIN1	FLIGHT SIMULATOR	DYNACOMP, INC
AA	VIN1	FORTE	SOFTAPE
AA	VIN1	HIRES TEXT GENERATOR	A.P.P.L.E.
A	VIN1	KEYBOARD EXPANDOR	C&H MICRO
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C	VIN1	SONGS IN THE KEY OF APPLE	HAYDEN BOOK CO
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B	VIN1	TUESDAY NIGHT FOOTBALL	SHOESTRING SOFTWARE
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C	VIN2	C&H TEXTPAGE	C&H MICRO
A	VIN2	CHESSE CONNECTION	TELEPHONE SOFTWARE CONN.
AA	VIN2	CO-RESIDENT APPLESOFT EDITOR	HIGHLANDS COMP SERVICES
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A	VIN2	DARTROOM	PROGRAMMA
C	VIN2	ENGINEERING MATHEMATICS I	HAYDEN BOOK CO
C+	VIN2	GENERAL MATHEMATICS	HAYDEN BOOK CO
A	VIN2	HIRES MYSTERY HOUSE	ON-LINE SYSTEMS
B	VIN2	INTERLUDE	SYNTONIC SOFTWARE CORP
A+	VIN2	LEM LANDER	BARRY COX
B+	VIN2	MACRO ASSEMBLER	EASTERN HOUSE SOFTWARE
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A	VIN2	TELE-CHESS	APPLE VALLEY SOFTWARE
A	VIN2	TERRORIST	EDU-WARE, INC
A	VIN2	TRACK & SECTOR LIST	SOFTAGON
A-	VIN2	TYPING	COOK'S COMPUTER CO
A	VIN2	WHAT'S THAT SONG	JDEL LECTRICWARE INC
A	VIN2	WINDFALL	EDU-WARE, INC
AA	VIN2	A2-FS1 FLIGHT SIM/TAPE	SUBLOGIC
AA	VIN3	A2-FS1 FLIGHT SIM/DISK	SUBLOGIC
B+	VIN3	ACTIVE FILTER DESIGN	HAYDEN BOOK CO
A-	VIN3	BOXING	PROGRAMMA
A	VIN3	COMPUTER BISMARCK	STRATEGIC SIMULATIONS
A	VIN3	CONDITIONING LIFE DYNAMIC	AVANT-GARDE CREATIONS
P	VIN3	DATA BASE II	PROGRAMMA
P	VIN3	DATA MANAGER	HAYDEN BOOK CO
C	VIN3	DISK UTILITIES 2.1	ON-GOING IDEAS
A	VIN3	DOUBLE PRECISION FP PACKAGE	S-C SOFTWARE

B+	VIN3	DUNGEON CAMPAIGN	SYNERGISTIC SOFTWARE
P	VIN3	MODIFIABLE DATA BASE	SYNERGISTIC SOFTWARE
A+	VIN3	ODYSSEY	SYNERGISTIC SOFTWARE
P	VIN3	ON-LINE DATA BASE	BLUE LAKES SOFTWARE
P	VIN3	PADDLE GRAPHICS	ON-LINE SYSTEMS
P	VIN3	PILOT	COOK'S COMPUTER CO
AA	VIN3	S-C ASSEMBLER II VER 4.0	S-C SOFTWARE
A+	VIN3	SINGLE DISK SORT	DATACOPE
A-	VIN3	SPACE	EDU-WARE, INC
A-	VIN3	SPACE II	EDU-WARE, INC
A+	VIN3	TEXTFILE COPY	DATACOPE
A-	VIN3	TINY PASCAL	PROGRAMMA
A-	VIN3	WILDERNESS CAMPAIGN	SYNERGISTIC SOFTWARE
AA	VIN4	APPLE PIE	PROGRAMMA
B	VIN4	APPLE WRITER	APPLE COMPUTER, INC
A-	VIN4	CORRESPONDENT	S.W. DATA SYSTEMS
A	VIN4	CRYSTAL CAT	JDEL LECTRICWARE, INC
A+	VIN4	DATACOPE SCRIBE	DATACOPE
A	VIN4	EASYWRITER	INFORMATION UNLTD SOFTWARE
A	VIN4	FRENCH HANGMAN, THE	GEORGE EARL
A	VIN4	HANDWRITING ANALYSIS	MICRO LIPPS
P	VIN4	INDEX FILE	PROGRAMMA
A+	VIN4	MAGIC WINDOW	ARTSCI, INC
B	VIN4	MICROTYPING	HAYDEN BOOK CO
B+	VIN4	NAPOLEONIC	STRATEGIC SIMULATIONS
P	VIN4	PFS	SOFTWARE PUBLISHING CORP
A-	VIN4	PROGRAM LINE EDITOR	SYNERGISTIC SOFTWARE
C+	VIN4	PSEUDODISK	HAYDEN BOOK CO
A	VIN4	SPANISH HANGMAN, THE	GEORGE EARL
B	VIN4	SUPER-TEXT VER 2.0	MUSE SOFTWARE
A	V2N1	ACTION SOUNDS & HIRES SCROLLI	AVANT-GARDE CREATIONS
A-	V2N1	APPLE PLOT	APPLE COMPUTER CO
B+	V2N1	COMPUTER QUARTERBACK	STRATEGIC SIMULATIONS
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B	V2N1	ENCOUNTER	CLONE SOFTWARE
B	V2N1	ENVIRONMENT LIFE DYNAMIC	AVANT-GARDE CREATIONS
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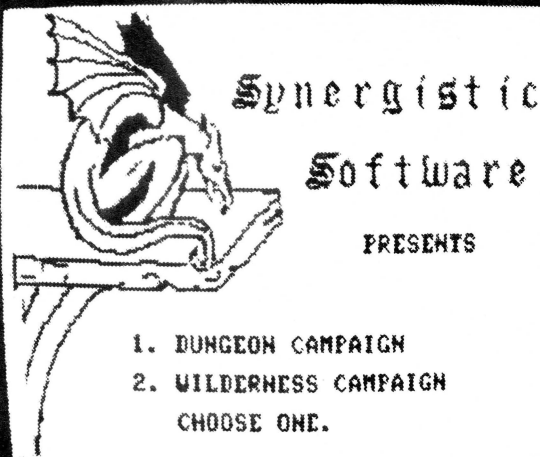
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